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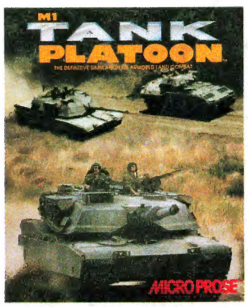

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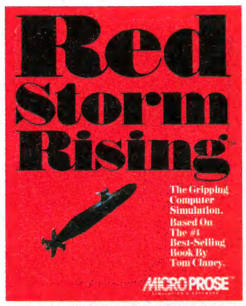

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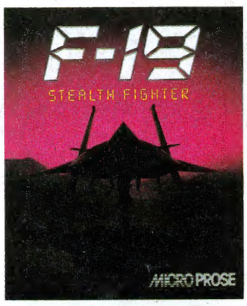

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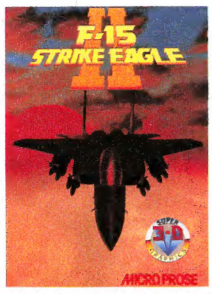

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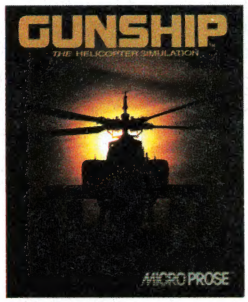

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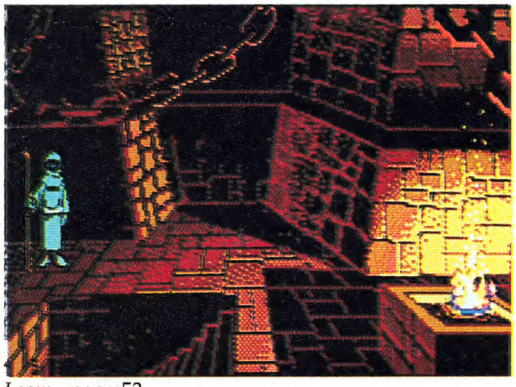

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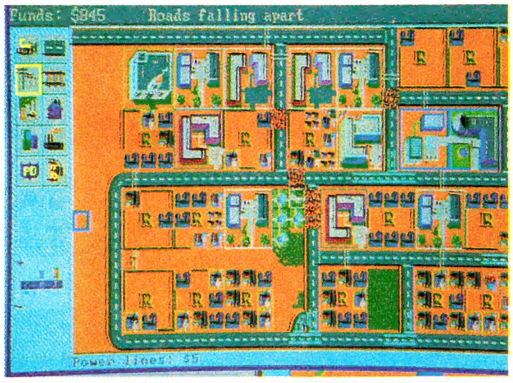

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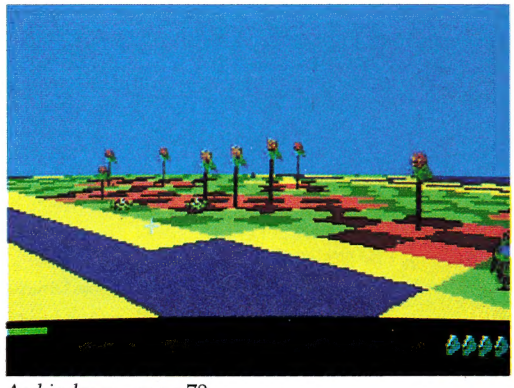

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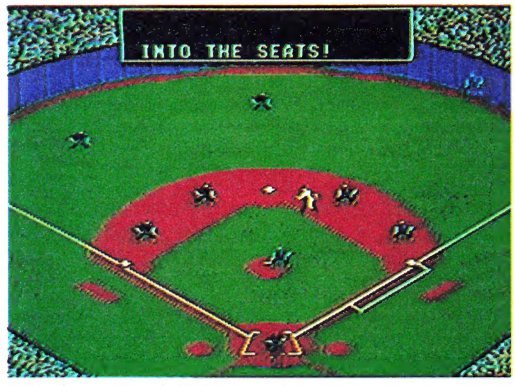

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GAME Player's PC STRATEGY GUIDE

September/October 1989

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Cover photograph by Ed Sapp.

EDITOR'S NOTES

We're quickly heading toward the autumn season, and the new PC games are coming at us faster than a herd of pro football players. The best thing about this onslaught is that we can bring you a terrific selection of new games in this issue, and still be confident that we'll have plenty more hot titles for the next issue — our semi-annual PC Buyer's Guide.

This issue's Super Strategy section covers ten top games in a variety of categories. Lucasfilm's new *Indiana Jones* and *Loom* adventures are not only graphically rich, but also feature strong game play and new approaches to the way you interact with the games. We've put together an advanced tutorial on Sierra's popular *King's Quest IV*, one of the best games of the past year. And Infocom, long known for its all-text adventures, is now breaking new ground in game play and graphics with such titles as *Arthur: The Quest for Excalibur* and *Journey*.

If you like fast action on your PC, check out *Barbarian* from Psygnosis and *Demon Stalkers* from Electronic Arts. Both games let you flex those fast-twitch muscles while exploring landscapes filled with deadly opponents. If you prefer more strategy, *Hillsfar* is another excellent addition to

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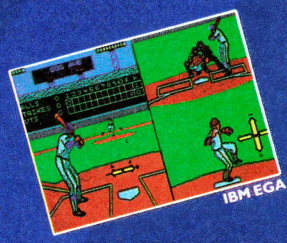

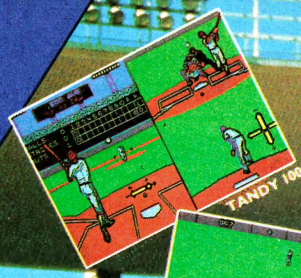

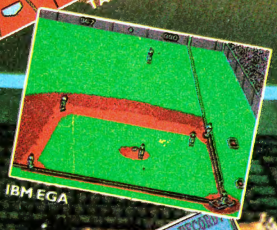

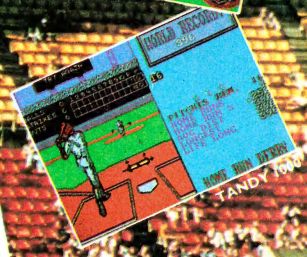

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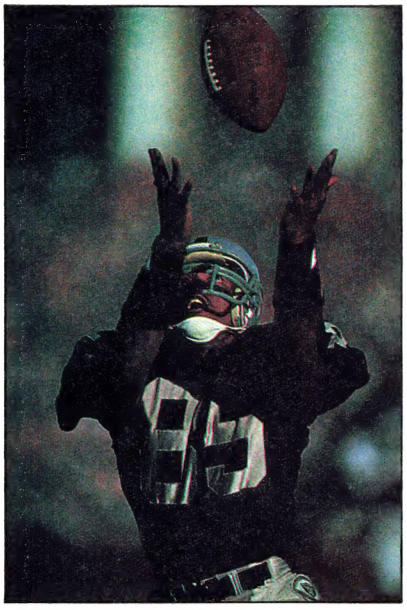

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the series of Dungeons & Dragons-type computer games from Strategic Simulations. And Activision's *Prophecy* is a delightful role-playing game with emphasis on playability. Finally, rounding out our Super Strategy top ten is *Sim City* from Maxis, an absolutely addictive and unique simulation that will keep you glued to your PC for many hours.

We also have a dozen more new games in our Hot Hits section — previews of several titles sure to top the charts, as well as quick looks at other strong contenders. In all, there's a good mix of action, board, strategy, sports, and role-playing games that we hope you'll enjoy.

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ARTHUR: THE QUEST FOR EXCALIBUR

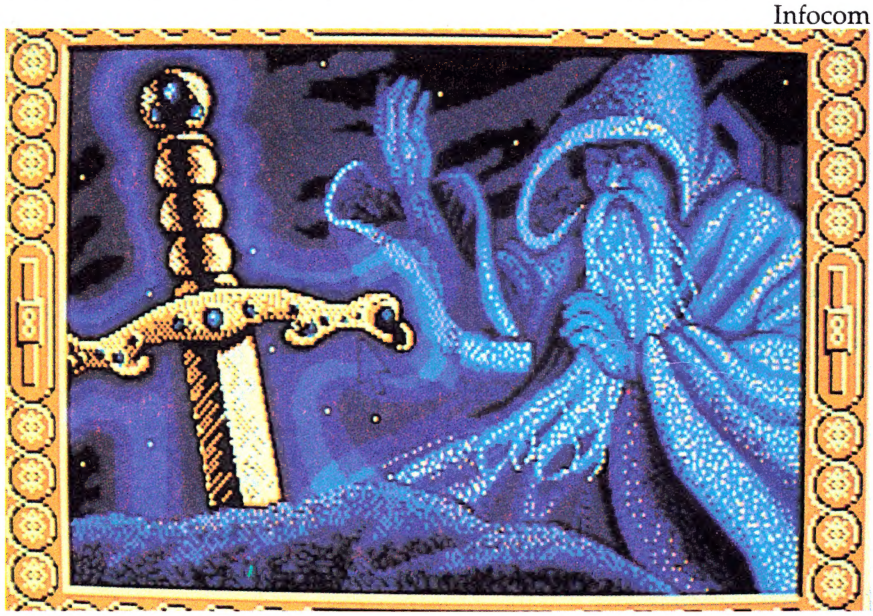
King Arthur is one of the world's most enduring legendary heroes. The imagination of generations has been captured by the idea of the young Arthur proving himself the rightful king of England by pulling the sword, Excalibur, from its stone prison.

In *Arthur: The Quest for Excalibur*, Infocom has translated the legend into interactive fiction. Rather than use the well-known portion of the Arthurian legend — Camelot and the Knights of the Round Table — Infocom keeps the player in suspense. The goal of the game is to help Arthur gain the throne, but the story has been completely reinvented by the designers.

For example, Arthur doesn't simply pull the sword from the stone. He has to *find* the sword, which has been stolen by King Lot. But Arthur meets familiar characters, such as Merlin and the Lady of the Lake, and he also uses Merlin's magic to transform himself into an owl, a turtle, or a badger, depending on the situation.

Arthur is much less puzzle-oriented than early Infocom text adventures such as *Zork*, *Enchanter*, *The Hitchhiker's Guide to the Galaxy*, but is, nevertheless, classic Infocom. It has a playable story, well-rendered graphics with a medieval feel (albeit slightly cartoonish), and challenges galore.

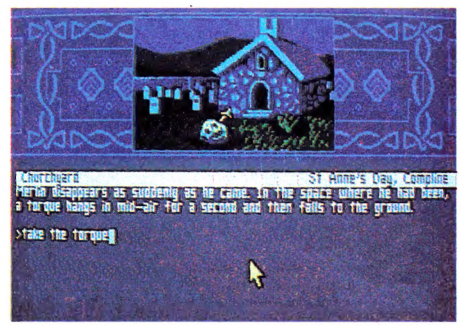
Infocom



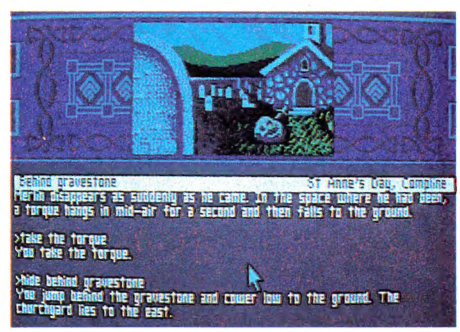
EGA screens shown

When Merlin first appears, he tells you that you must eventually pull the sword out of the stone to become king of England. But you have much to accomplish first, so pay attention to his words.

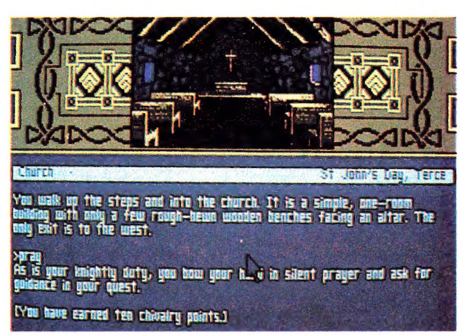
HINT Find Merlin as quickly as possible. Pay attention to what he says when he first appears, then follow his directions. Once you find him, you'll gain the magical ability to change into four different animals. Without it, you won't get anywhere in this game.


Churchyard
St Anne's Day, Compline
Merlin disappears as suddenly as he came, in the space where he had been, a torque hangs in mid-air for a second and then falls to the ground.
>take the torque

As the game begins, Merlin leaves a torque on the ground. Be sure to get it. Notice that the time is given in monastery terms, according to saints' days. A nice medieval touch.

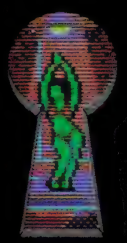

Behind gravestone
St Anne's Day, Compline
Merlin disappears as suddenly as he came, in the space where he had been, a torque hangs in mid-air for a second and then falls to the ground.
>take the torque
You take the torque.
>hide behind gravestone
You jump behind the gravestone and cower low to the ground. The churchyard lies to the east.

Once you have the torque, jump behind the gravestone. Explore the church if you wish, but you'll find out before too long that it may not have been a wise decision.


Church
St John's Day, Terce
You walk up the steps and into the church. It is a simple, one-room building with only a few rough-hewn wooden benches facing an altar. The only exit is to the west.
>pray
As is your knightly duty, you bow your h_ in silent prayer and ask for guidance in your quest.
[You have earned ten chivalry points.]

After King Lot leaves, it's time to visit the church. What you do inside a church, naturally, is pray. This simple action is worth ten chivalry points.

We'd like to show you more of the game, but this is a family magazine.



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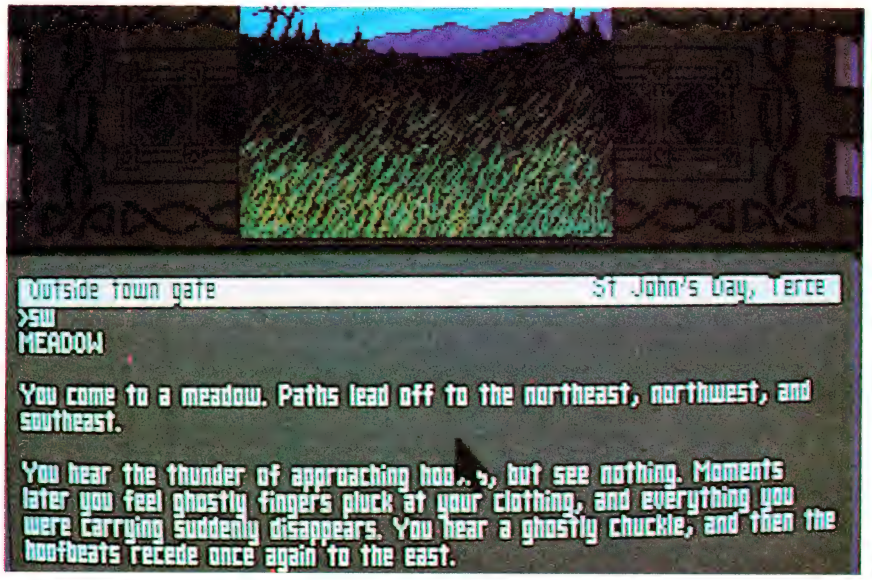
HINT

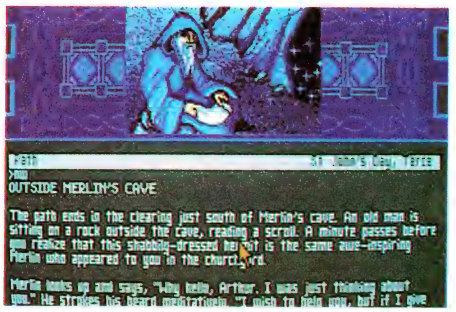
The village idiot is a tough person to deal with. Not only is he frustrating because he won't give you a straight answer, but he also obviously has more information than he's offering. He practically tells you how to treat him, though. Think of yourself as a tradesman. How you deal with the idiot has a lot to do with how you deal with the invisible knight. Remember that whatever the knight in the meadow steals from you, you can eventually retrieve from the idiot.

Town square
St John's Day, Terce
You walk into the town square. The churchyard lies to the north, and the castle to the east. To your south you see the entrance to the town's only tavern, and to the west is the village green.
The village idiot is here, idly playing with a dead mouse that lies at his feet. He mumbles, "Beware the Invisible Knight."
>ask idiot about invisible knight

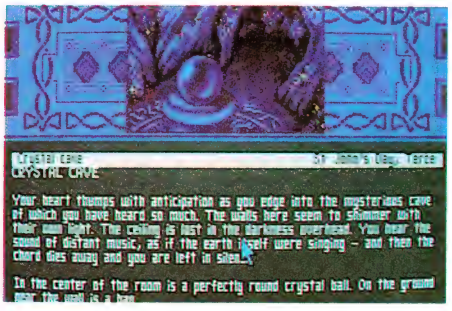
The village idiot stands in the town square, ready to answer any questions you may have. Ask him about the invisible knight. His answer is a valuable clue.


Outside town gate
St John's Day, Terce
>SW
MEADOW
You come to a meadow. Paths lead off to the northeast, northwest, and southeast.
You hear the thunder of approaching hoofbeats, but see nothing. Moments later you feel ghostly fingers pluck at your clothing, and everything you were carrying suddenly disappears. You hear a ghostly chuckle, and then the hoofbeats recede once again to the east.

The picture shows nothing, but the text tells of an invisible being stealing your belongings. In all likelihood, this is the invisible knight the idiot was talking about.


OUTSIDE MERLIN'S CAVE
The path ends in the clearing just south of Merlin's cave. An old man is sitting on a rock outside the cave, reading a scroll. A minute passes before you realize that this slobbily-dressed hermit is the same awe-inspiring Merlin who appeared to you in the churchyard.
Merlin looks up and says, "Why hello, Arthur. I was just thinking about you." He strokes his beard meditatively, as if wish to help you, but if I give

As Merlin told you when your quest began, he can be found in a cave near the meadow. Again, take note of what he has to say. You're going to need all the help he gives you.


CRYSTAL CAVE
Your heart thumps with anticipation as you edge into the mysterious cave of which you have heard so much. The walls here seem to shimmer with their own light. The ceiling is lost in the darkness overhead. You hear the sound of distant music, as if the earth itself were singing - and then the chord dies away and you are left in silence.
In the center of the room is a perfectly round crystal ball. On the ground

Don't forget to enter Merlin's cave, especially since you've already made the long trip. Don't worry too much about the crystal ball, but that bag might hold something you'll need.

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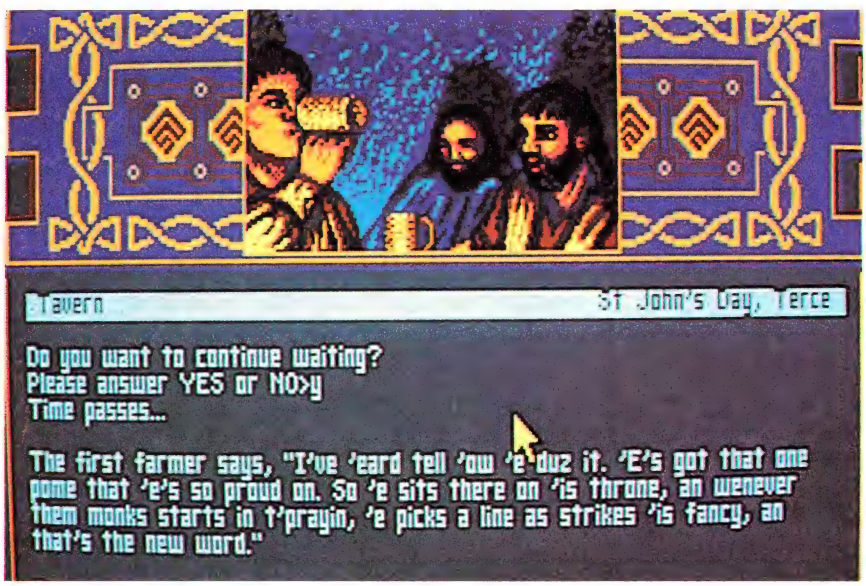
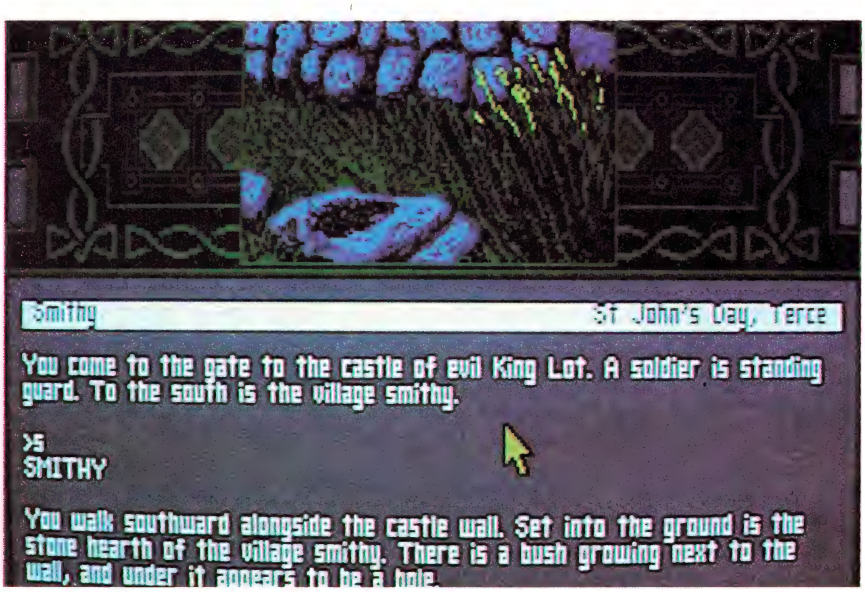
HINT One of your primary tasks is to release the prisoner held deep in King Lot's dungeons. Keep two things in mind here. As you approach the dungeon, don't be afraid if people think of you as an annoying little rodent. And, since Merlin is so insistent that the prisoner must be freed, see if the magician has anything to help you.


Tavern
St John's Day, Terce
Do you want to continue waiting?
Please answer YES or NO>y
Time passes...
The first farmer says, "I've 'eard tell 'ow 'e duz it. 'E's got that one pome that 'e's so proud on. So 'e sits there on 'is throne, an wenever them monks starts in t'prayin, 'e picks a line as strikes 'is fancy, an that's the new word."

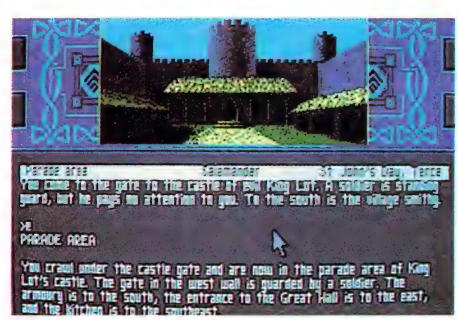
Inside the tavern, don't be in too much of a hurry to get into the kitchen. Take a moment and listen to what the farmers have to say.


Smithy
St John's Day, Terce
You come to the gate to the castle of evil King Lot. A soldier is standing guard. To the south is the village smithy.
>S
SMITHY
You walk southward alongside the castle wall. Set into the ground is the stone hearth of the village smithy. There is a bush growing next to the wall, and under it appears to be a hole.

Take a good look at the hole, and you'll get an idea of how to make use of it. But if you haven't visited Merlin yet, don't bother with this part.

Cell
Badger
St John's Day, Terce
There is a cell door of stout wood to the north, and a hole in the wall to the west where a stone has been pushed out. A prisoner is chained to the wall.
You see a building stone here.

Well, being a badger isn't so bad after all — and look what you discover. Merlin told you about this poor bloke. Of course, if you get him to court you might be accused of badgering the witness....


Parade area
Salamander
St John's Day, Terce
>E
PARADE AREA
You crawl under the castle gate and are now in the parade area of King Lot's castle. The gate in the west wall is guarded by a soldier. The armoury is to the south, the entrance to the Great Hall is to the east,

Knowing the password is one way to get through the castle gate. But it certainly isn't the only way. Now that you're here, though, where do you go next?

WRITE HOME

if you get the chance.

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Penetrate the prison camp, pin down the terrorists, and free the hostages.

Finally, airlift the rescued captives to safety—and escape with your life.

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Actual IBM VGA screens shown, other computer formats may vary.

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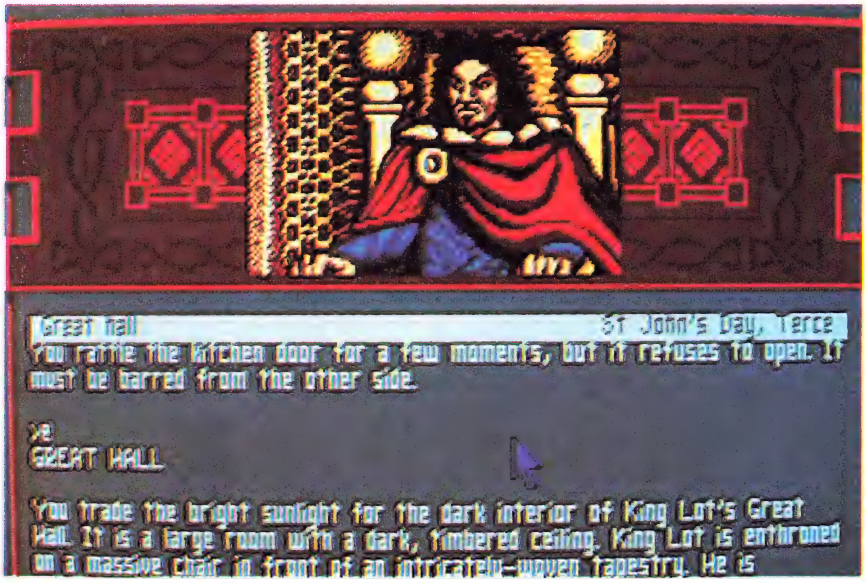
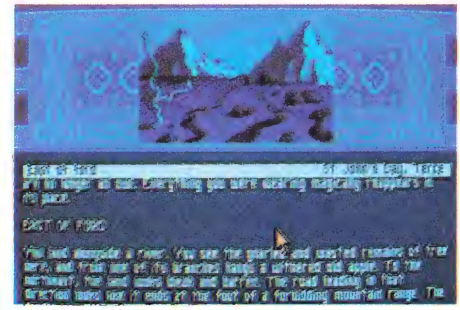
HINT It's worth listening to anything you hear in this game. Whether the informant is the village idiot, Merlin the sorcerer, the evil King Lot, or one of the farmers in the village tavern, the information is extremely valuable. Very little in this game is meant to trip you up—at least not as far as conversation goes.


Great hall
St John's Day, Terce
You rattle the kitchen door for a few moments, but it refuses to open. It must be barred from the other side.
>e
GREAT HALL
You trade the bright sunlight for the dark interior of King Lot's Great Hall. It is a large room with a dark, timbered ceiling. King Lot is enthroned on a massive chair in front of an intricately-woven tapestry. He is

There's only one way into the Great Hall (at least in human form), and it involves going somewhere else first.



As an owl, keep flying east until you land beyond the ford. The mountain range looks as forbidding as the text suggests.

The text says this is a "fierce-looking dragon." C'mon! You've probably seen cocker spaniels that look more ferocious than this.

Village green
Owl
St John's Day, Terce
>u
You launch yourself into the air.
ABOVE THE TOWN
You are hovering over the town. Way off to the north you can see the moor, and east of that you see a large patch of fog. A flick of your wings would take you westward to the meadow, or southwestward to the Field of Honor. In the distance to the northwest lies the edge of the forest. If

You can, of course, fly, in the shape of an owl. Flying can reveal some undiscovered locations, and it's sometimes the only form of transportation that can get you to certain places.

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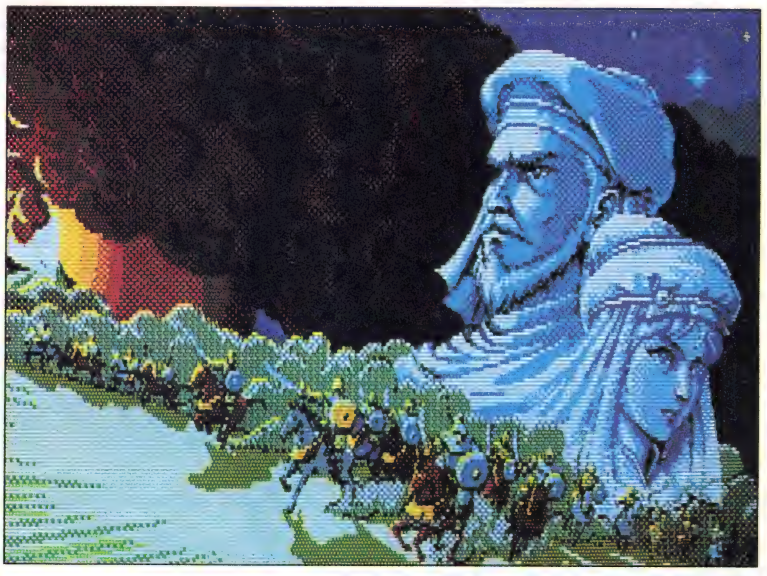
COMPUTER GAME of the MONTH

GENGHIS KHAN: A STUDY OF REGAL PRINCIPLE

William R. Trotter

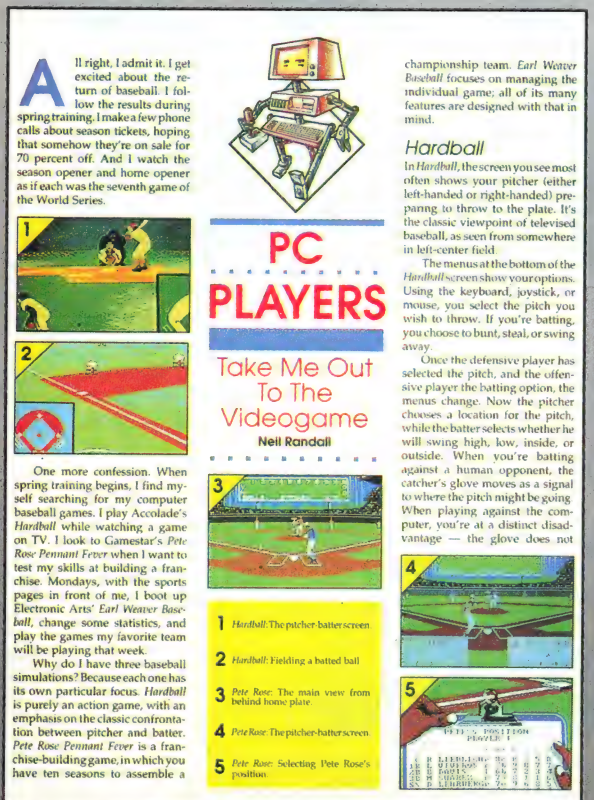
Version reviewed: IBM PC, Tandy, and compatibles; 384K minimum memory; EGA or VGA graphics; two floppy disk drives, or one floppy drive and one hard drive. Nintendo version planned for release in August. Koei, 20,000 Mariner Avenue, Suite 100, Torrance, CA 90503.



Ignorance of history is sad and dangerous, but as dull as the subject is so often made to seem in school, it's not surprising that such ignorance is widespread. As a former history major, I remember being appalled at how often the colorful, turbulent record of mankind was reduced to a mind-numbing procession of names, statistics, and dates.

Genghis Khan: A Study of Regal Principle, and games like it, would greatly contribute to high school world history classes. I'm not aware of any other historical simulation for PCs that blends so much fun with such a profound learning experience.

The virtue of *Genghis Khan* is that it brings a chapter of history to life in a way that challenges some of



All right, I admit it. I get excited about the return of baseball. I follow the results during spring training, I make a few phone calls about season tickets, hoping that somehow they're on sale for 70 percent off. And I watch the season opener and home opener as if each was the seventh game of the World Series.

PC PLAYERS

Take Me Out To The Videogame

Neil Randall

One more confession. When spring training begins, I find myself searching for my computer baseball games. I play Accolade's *Hardball* while watching a game on TV. I look to Gamestar's *Pete Rose Pennant Fever* when I want to test my skills at building a franchise. Mondays, with the sports pages in front of me, I boot up Electronic Arts' *Earl Weaver Baseball*, change some statistics, and play the games my favorite team will be playing that week.

Why do I have three baseball simulations? Because each one has its own particular focus. *Hardball* is purely an action game, with an emphasis on the classic confrontation between pitcher and batter. *Pete Rose Pennant Fever* is a franchise-building game, in which you have ten seasons to assemble a championship team. *Earl Weaver Baseball* focuses on managing the individual game; all of its many features are designed with that in mind.

Hardball

In *Hardball*, the screen you see most often shows your pitcher (either left-handed or right-handed) preparing to throw to the plate. It's the classic viewpoint of televised baseball, as seen from somewhere in left-center field.

The menus at the bottom of the *Hardball* screen show your options. Using the keyboard, joystick, or mouse, you select the pitch you wish to throw. If you're batting, you choose to bunt, steal, or swing away.

Once the defensive player has selected the pitch, and the offensive player the batting option, the menus change. Now the pitcher chooses a location for the pitch, while the batter selects whether he will swing high, low, inside, or outside. When you're batting against a human opponent, the catcher's glove moves as a signal to where the pitch might be going. When playing against the computer, you're at a distinct disadvantage — the glove does not

1 *Hardball*: The pitcher-batter screen.

2 *Hardball*: Fielding a batted ball.

3 *Pete Rose*: The main view from behind home plate.

4 *Pete Rose*: The pitcher-batter screen.

5 *Pete Rose*: Selecting Pete Rose's position.

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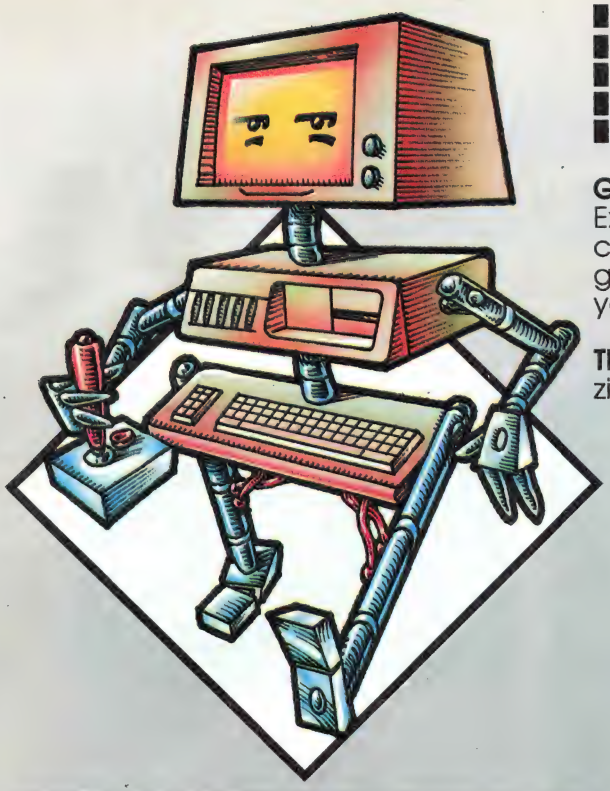

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REVIEWS

ULTIMA V: WARRIORS OF DESTINY

William R. Trotter

There are almost as many sword and sorcery role-playing games for personal computers as there are ninja games for Nintendo machines. The basic ingredients of all these games are pretty much the same: sword play, magic spells, mazes, dungeons, monsters, evil mages, bellicose barbarians, and so forth.

In a field this crowded, a game really has to be good to stand out. *Ultima V: Warriors of Destiny*, the latest and most elaborate in a popular series, succeeds in restoring one's sense of Tolkeinian wonder. The amount of creative detail lavished on *Ultima V* is impressive. The game has a host of quiet virtues that even the more jaded role-players can savor: tiny mirrors which cast reflections when encountered by a character...clocks that tick... fountains that splash musically... and villagers who go realistically about their daily business, unless and until you approach them.

There is an elegant "look" to *Ultima V* as well. The large-scale views are done in a charming style that recalls an elaborate medieval tapestry. Colors are rich, and the shapes of land masses and bodies of water are smooth and free of blocky graphics. One effective graphics touch is the treatment of nightfall. As the sun sets, darkness literally closes around you until the screen is completely black, except for a tiny glow — a bit of torchlight, perhaps — directly around your character on the screen.

Combat scenes in this type of game are always something of a compromise, but the designers of *Ultima V* have negotiated the inevitable tradeoffs very handily. The battle screens are intensely visual; the text reinforces the on-screen action without dominating it. The combat is appropriately bloody, yet blessedly simple in its playing mechanics.

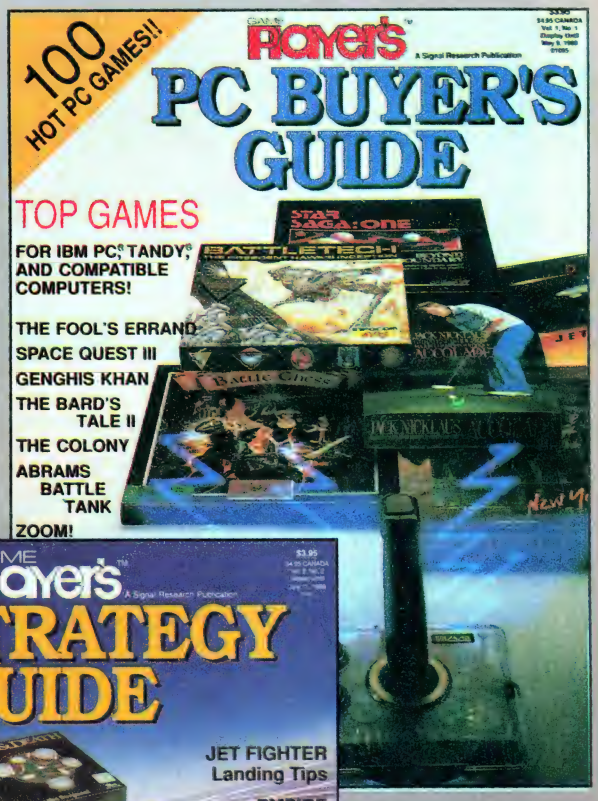
Fans of the first four *Ultima* games will automatically want this installment, but newcomers need not hesitate to plunge in. *Ultima V* is self-contained, and getting started is seductively easy. Succeeding in your quest, however, is not. But then, most role-playing gamers wouldn't want it any other way.

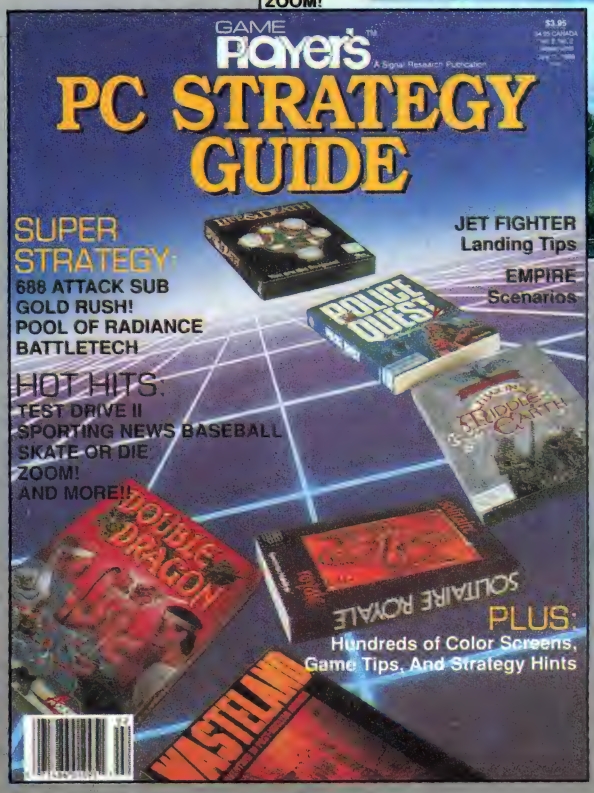
GP

Versions reviewed: IBM PC, Tandy, and compatibles; 256K minimum memory; CGA, EGA, Tandy, or Hercules graphics. Also available for Commodore 64, Apple II, and Apple IIGS. Origin Systems, 136 Harvey Road, Building B, Londonderry, NH 03053.

To succeed in your quest, talk to as many citizens as you can.

Approach treasure chests with caution—some are disguised monsters





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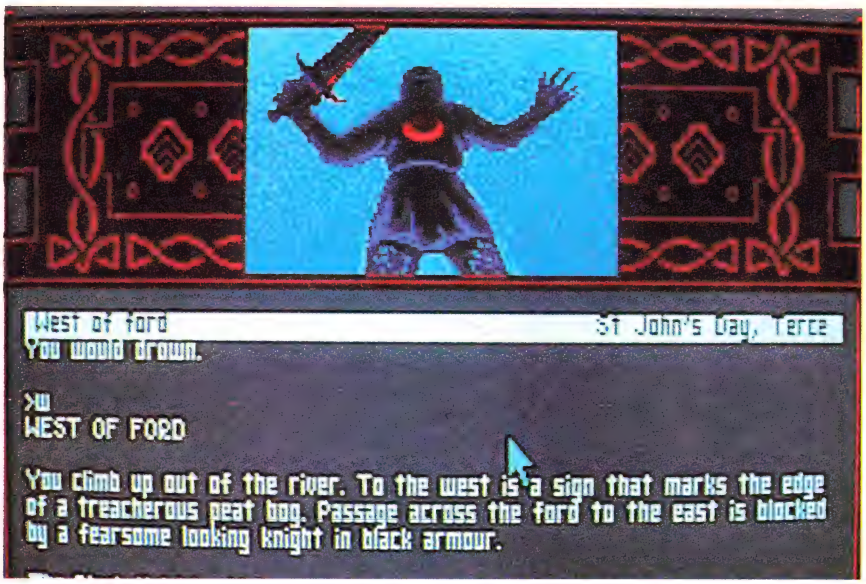
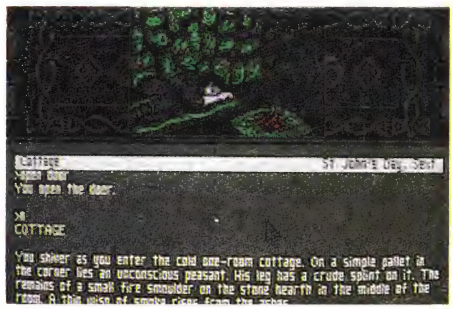
HINT No, you can't get by the Black Knight at the ford. Not, that is, without using one of your most essential advantages. It may seem impossible to get behind the Black Knight since he blocks your way. But the Black Knight *isn't* Michael Jordan.

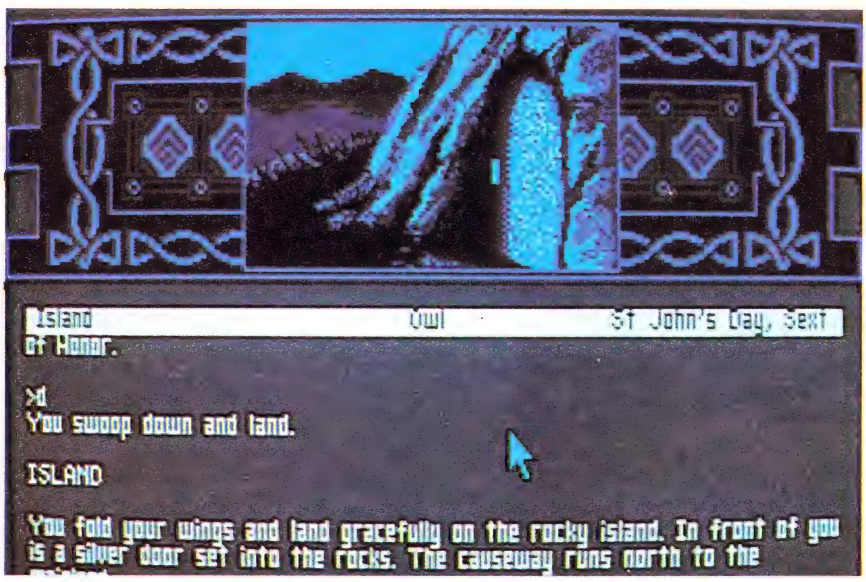

West of ford
St John's Day, Terce
You would drown.
>w
WEST OF FORD
You climb up out of the river. To the west is a sign that marks the edge of a treacherous peat bog. Passage across the ford to the east is blocked by a fearsome looking knight in black armour.

The Black Knight is a good reason not to try to cross the ford to the east. Eventually you can take him on, but not just yet.

The red knight tells you what you must retrieve in order to get past him. You will meet many creatures during your quest, but taking things away from them will always be difficult.



The peasant is sick with a cold. Maybe you could help him by providing a flame for warmth. But a flame won't help if you don't have any fuel. Look nearby for something to help you.


Island
Owl
St John's Day, Sext
of Honor.
>d
You swoop down and land.
ISLAND
You fold your wings and land gracefully on the rocky island. In front of you is a silver door set into the rocks. The causeway runs north to the

Once again, it's handy to be an owl. You've landed on a rocky island, and a door leads into the rocks.

Hardware requirements: IBM PC and compatibles; 384K minimum memory; VGA, EGA, MCGA, or CGA graphics; mouse and joystick optional; two floppy drives or a hard drive required.

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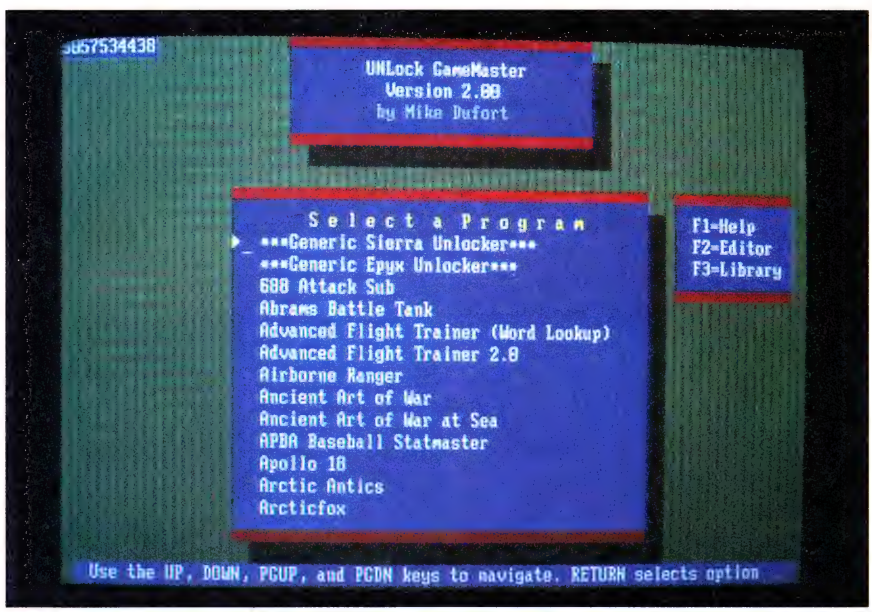

word for it. Check out PC Magazine's evaluation. PC Magazine selected as their editor's choice UNlock MasterKey (for business software) against all of the competition.

Being the best copy protection breakers for business software led to numerous customers asking us to please include games in our future plans. We listened, and produced UNlock GameMaster! Over the last year and a half we have continued to expand GameMaster with the release of each new game. We have released a new version every quarter. The PC Game market has been exploding with more new games being released every month. And the games keep getting better. The result is you wanted new versions of GameMaster sooner. We had a problem. It is too expensive for a small company like ours to produce new versions of the program any faster than quarterly.

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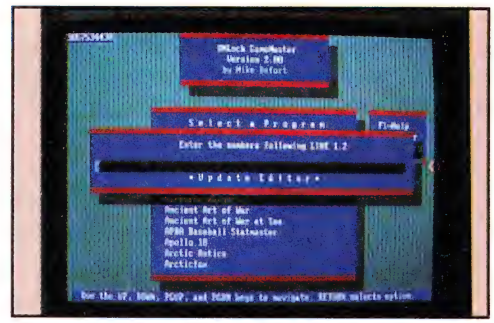
We understood your frustration and decided to do something about it. The result is UNlock GameMaster version 2.0. It is not only new, it is unique. Starting with version 2.0, the standard *base* of programs will remain constant. Future versions of the program will only be released when a completely new and different method of copy protection is encountered requiring a change to the **core** program. All other "upgrades" (called INSERTs) consist of adding new programs or additional versions of exisitng programs to the *base* menu of breakable programs. This is our new INSTANT UPDATE feature. These upgrades can be added to the *base* program by you the user. All you need to do is order the new module from us. The **core** program contains an **Upgrade Editor** which allows you to add new programs, or new



version of existing programs to your *base*. The INSERTs can be given to you verbally over the phone, FAX'ed to you, or mailed to you to be typed into your program. The new program is then added automatically to your menu and you are ready to

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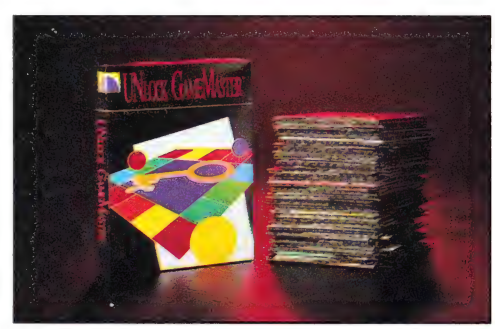

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BARBARIAN

When Hegor the Barbarian was just a muscle-bound lad, a dragon slew his father. The dragon had been sent by the "awesomely powerful" Necron, who lives in an underground stronghold guarded by dog-faced ghouls and other demonic servants. Hegor's quest is to avenge his father by penetrating Necron's caverns and destroying him.

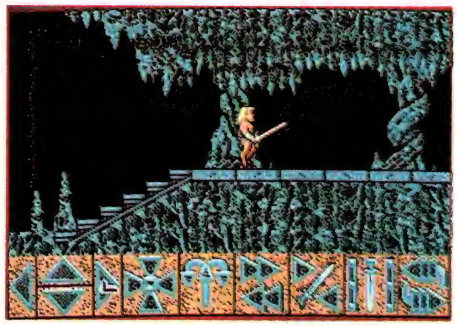
Barbarian is an adventure with its tongue planted firmly in its cheek. Hegor is strong and dogged, but something of an ox (try running him into a wall and see what happens). If you play the game on its "easy" setting, Hegor saunters at a relaxed pace, and the monsters, too, have lumbering gaits. Even players who normally dislike arcade games because of the sensory overload will enjoy *Barbarian*. It's designed to give you a good time, not high blood pressure.

The game's user interface is downright snugly: A handful of unambiguous commands can be selected with the function keys and space bar. You get three lives per game, and, at the end, you can see exactly how much of the game you conquered — a friendly touch that ought to be incorporated in more games.

Psygnosis

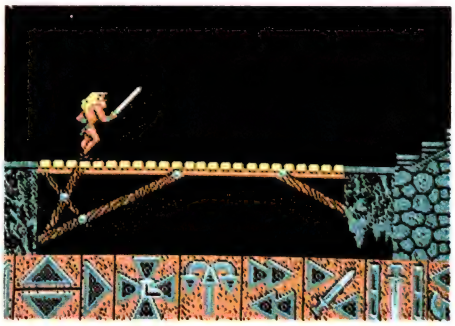
EGA screens shown

Hegor winds up before swinging his sword. Practice your timing on this early screen — the marsh monster is easy to kill once you've got the timing right.



Hmmm ... no visible enemies here, but watch out for that third flagstone.

To get the arrow, Hegor must run between the rocks being hurled at him and defeat a foe without stopping.



Hegor is about to learn that not all bridges are as solid as they look.

HINT The instructions suggest controlling Hegor with the keyboard, not a joystick — and they aren't kidding. Hegor must make precise jumps, swing his sword accurately, and stop on the proverbial dime in order to survive even the first few levels of his quest. With a joystick, you'll always overshoot the controlling icons. And a mouse isn't much better, since it's too slow for some complex maneuvers. So use the keyboard for the quickness and precision you'll need.

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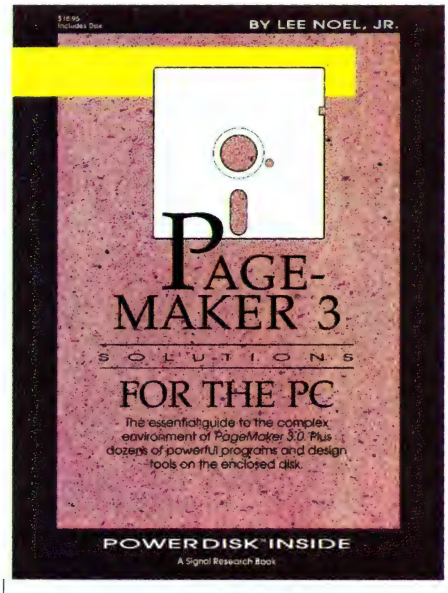
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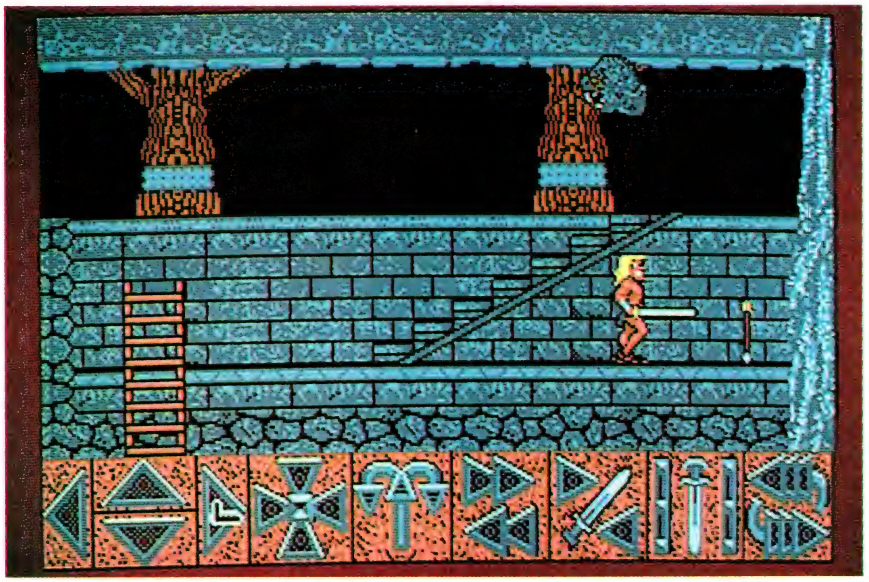
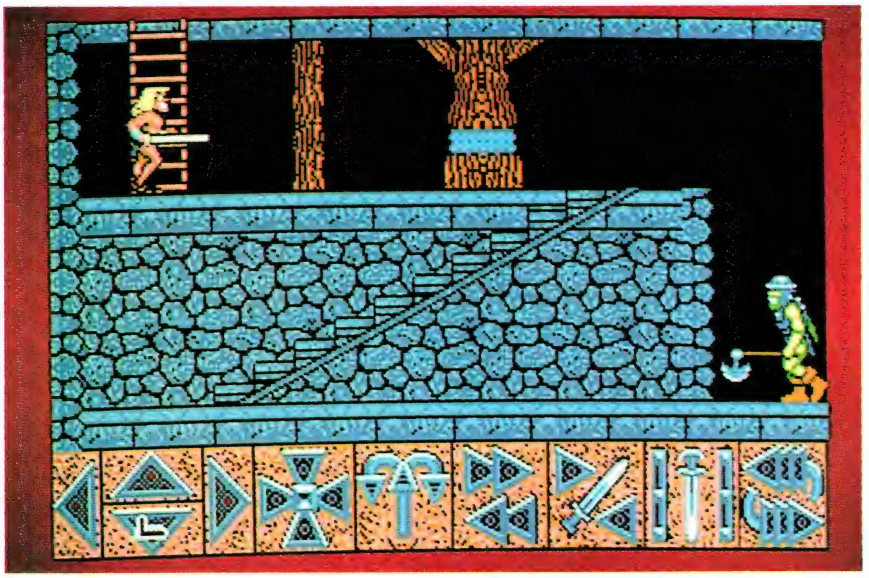
HINT If you push "P," everything pauses. It's a good idea to pause the game as soon as Hegor enters a new screen (he usually enters from the left or the top). This gives you a chance to study the layout and note the location of possible traps — as well as visible enemies — before sending Hegor into the area.

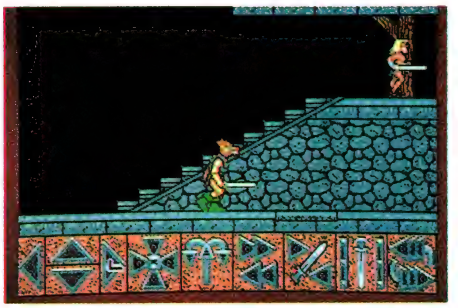


While Hegor single-mindedly goes after the arrow, a "rock" grows fangs and tries to bite his head. Dodge this critter instead of fighting it. In a few seconds, it'll go away.



The green ogre isn't be so tough, but there's something much closer that Hegor needs to watch for.

Watch out, Hegor! There's a sniper behind the guy in green boots.



Hegor needs to detour up the stairs to get some arrows, but then he must return via the lower level.

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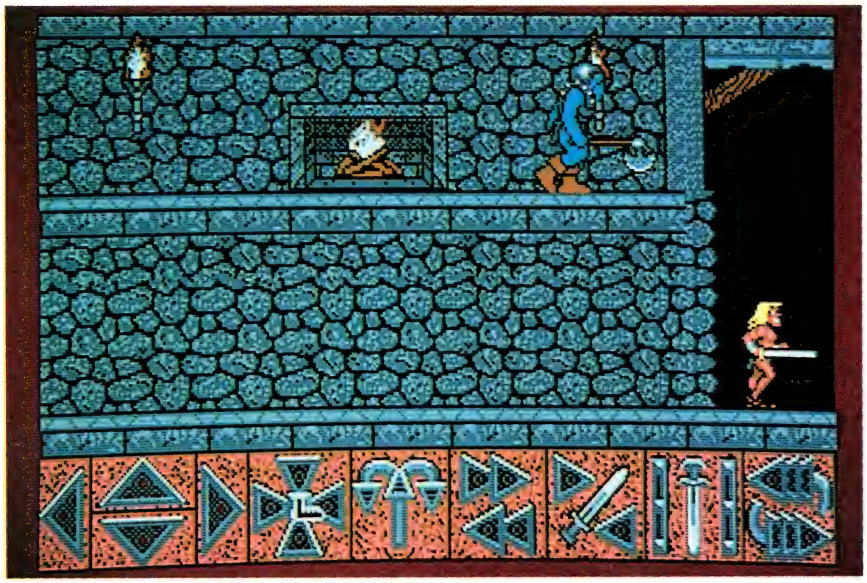
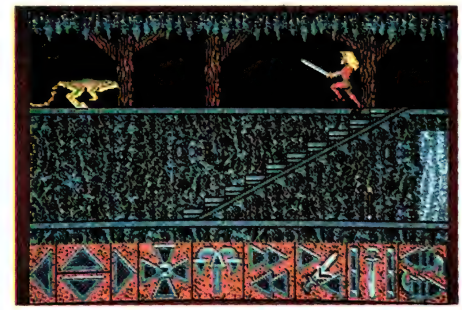
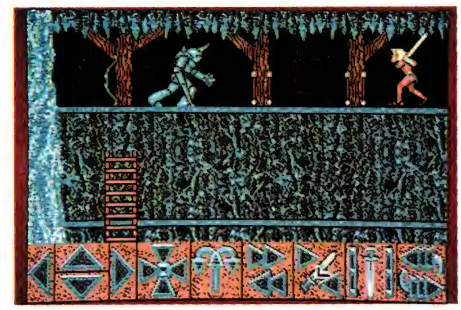
HINT Visible foes aren't your worst danger. You can deal with them in a straightforward manner: Hack them before they hack you. The hidden perils — pitfalls, trapdoors, spring-traps, pop-up stakes, and falling stones — are much deadlier. Usually, there are only one or two lethal dangers per scene. So if the only visible danger is positioned at the bottom of the cavern, you can be pretty sure there's an invisible threat lurking somewhere closer.



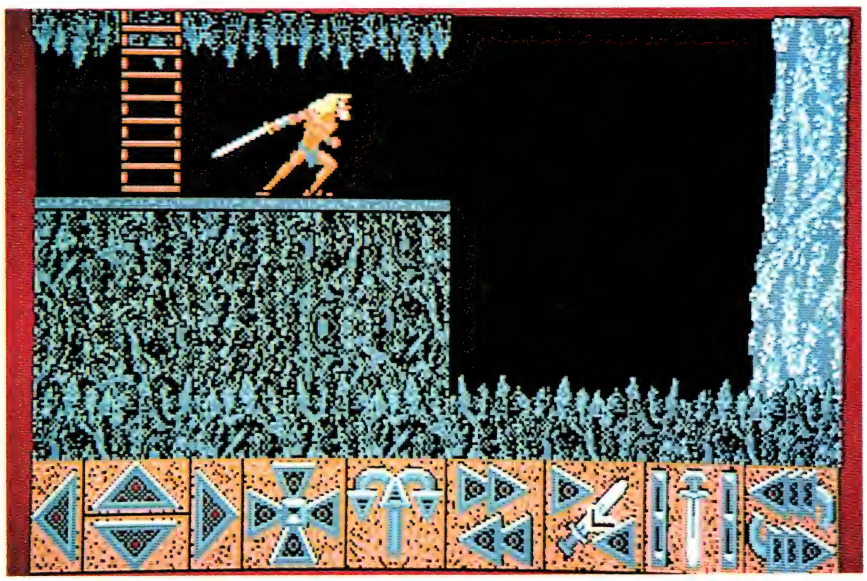
Once you get past the ledge, proceed to the next screen with caution. There's an axe-wielding goblin close to the screen's edge.



Slay the leaping lizard, then run downstairs to the right to collect another arrow.



If you don't slay this armored giant, you'll never get a bow to use with all those arrows you've been collecting.



When you get to the bottom of the first long ladder, you'd better turn around and go left.

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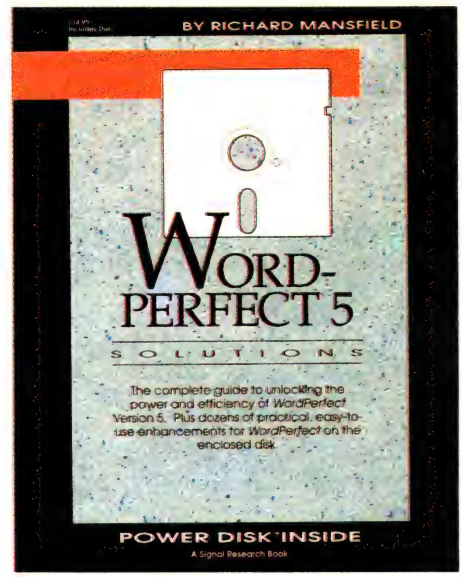
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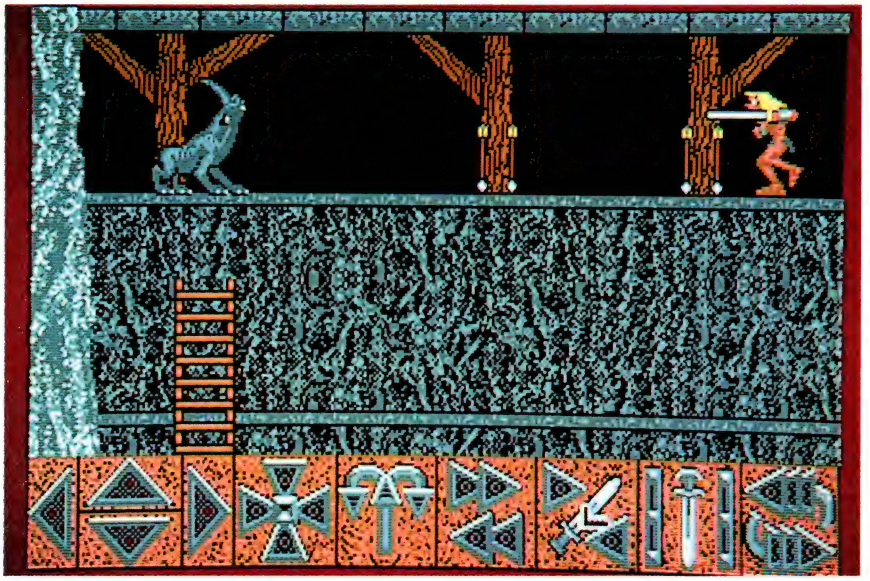
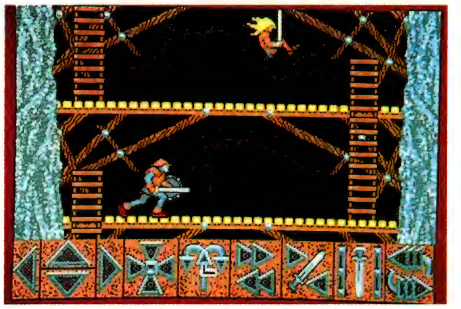
HINT The caverns of Necron are full of spindly looking bridges that are ideal for trapdoors. Often, the ground below them is covered with sharp rocks. So if Hegor falls, he's worm-food. Why take chances? Hegor should take a running jump every time he crosses a new bridge, taking off from the eighth or ninth plank. Then he'll perform a lovely somersault and land safely on the other side.

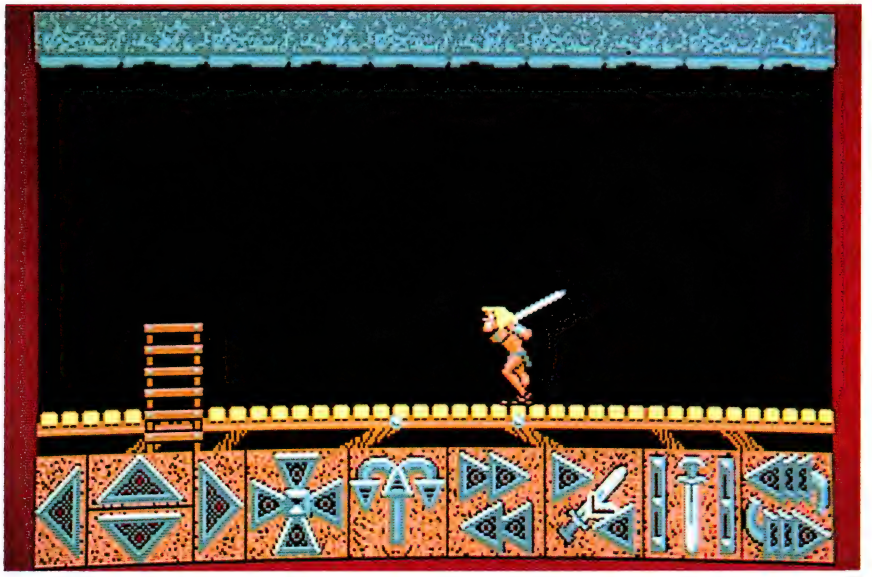


This rhino-beast is guarded by a falling rock trap, located just off the screen to the right.



When crossing a bridge you haven't crossed before, jump over the central span in case there's a trapdoor.

At the bottom of the mine shaft, exchange your sword for the bow.



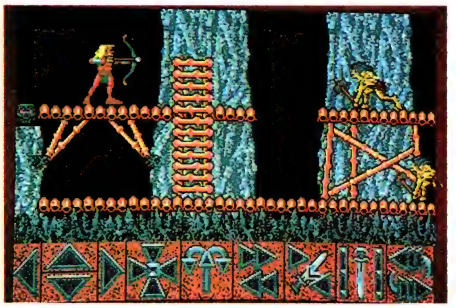
Decisions, decisions. To the right lies a bow (guarded, of course), but you still need to go down to reach the end of your quest.

HINT

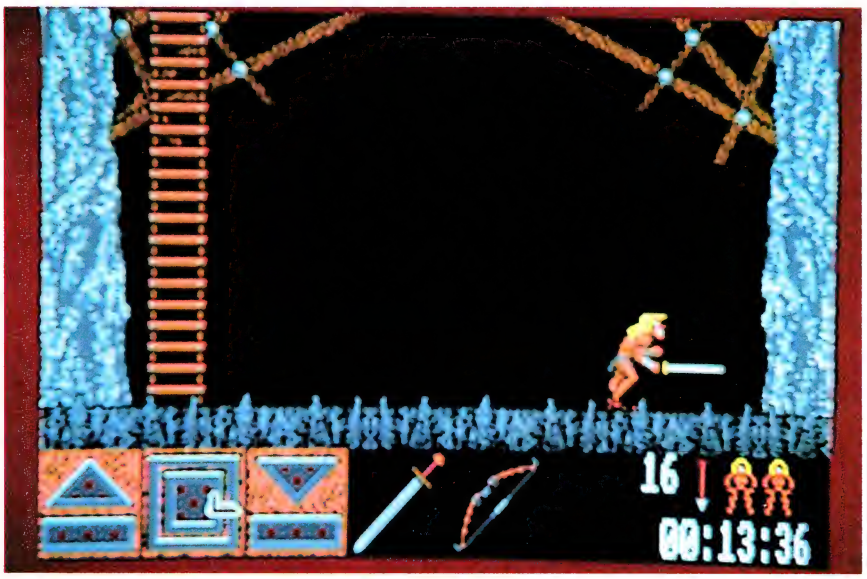
Barbarian is quite straightforward up to the point where Hegor reaches the bottom of the mine shaft. You just kill or dodge enemies and avoid traps, usually with a single blow or other action. *After* that section, however (about halfway through the game), things get a lot trickier. Try not to lose any lives in that first, easier half. There is no "save game" feature in *Barbarian*.

Be ready to shoot an arrow as soon as you enter this area. Then jump instantly to avoid a fireball from the dragon.

In your haste to get the shield, don't turn your back on the axe-wielding "statue" behind you.



Don't try to jump the gap – Hegor will trip, fall, and die.



You'll find a rope ladder after you get by the dragon. If you climb up the ladder, you'll circle back to the top of the mine shaft. Don't try to climb back down from that point, or you'll get stuck in a no-exit loop.

Hardware requirements: IBM PC, Tandy, and compatibles; 384K minimum memory; VGA, EGA, MCGA, CGA, or Hercules graphics; joystick and mouse optional, but not advised.

DEMON STALKERS

At one time a group of great magicians lived in the Marble Vaults, a series of complex underground mazes where other magicians came to learn secrets. But when the 100th and final room of the Vaults was being completed, a hole was punctured into a dark cavern.

An evil demon, Calvrak, escaped from the cavern with his fellow demons. He created vortexes of rats, ghosts, magicians, and dervishes and became the enemy of Arthur, the archmage of the Marble Vaults. Arthur and a few loyal companions entered the mazes to drive back Calvrak and his minions. Though he left behind food and weapons, Arthur and his party never returned.

Now you must complete what the archmage could not. You enter Doomfane (as Calvrak has renamed the Marble Vaults) armed with a sword or crossbow. To increase your strength, find the helm of defense, magic wand, medals, scrolls, warrior's belt, or other items Arthur has hidden. Calvrak will not be banished without a fierce struggle.

Demon Stalkers was developed by Micro Forte, an Australian software publisher. With strong graphics, excellent playability, and a (much-too-rare) two-player mode, it is sure to be a hit with adventurers of all ages.

Electronic Arts

EGA screens shown

Don't open *every* locked chest. Save a key or two for other levels. On level 1, you have to unlock a chest to get at the food in this room. But don't open the locked chest in the corner. Gold is nice, but health is better.

HINT You can design your own mazes with the *Demon Stalkers* construction editor. The editor allows you to include any relics, food, treasure, or enemies you choose. You can even put your own messages on scrolls. The designs are fun for a single player, and ideal competition for two players. But set realistic limitations. You can get lost in your own maze as easily as you can in one of the Doomfane rooms.

It may look like you're surrounded here on level 2, but you're actually not in danger. The snappers need their beauty sleep and are always snoozing. The only way to wake them is to shoot them — so don't.

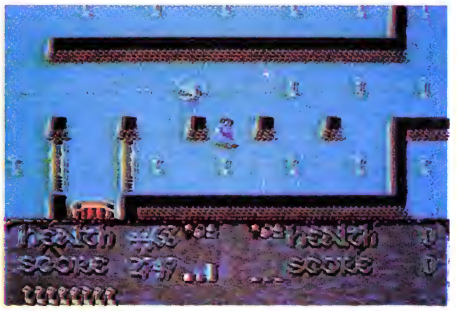
Since you can't destroy the sewers, rats are a constant problem. As the game suggests, walking on the sewer grates is your best defense. So don't try to pick up that food — you'll lose more health points than you'd gain.

It sounds obvious, but it's worth saying anyway. *Always* kill dervishes before picking up keys or death spells. The dervishes will steal you blind before you have a chance to kill them.

HINT The *Esc* key gives you several options. You can (and should) save the game on every level. You can't save a particular position, but you won't lose any levels you've completed. You can also choose *abort* to start the level over again. Use this if you've accidentally shot a snapper, or gotten caught in a room with no exit. You can also choose *surrender*. If you're stuck without a key, surrendering will either let you through a single door or start the level over again with fewer obstacles.

The dervishes will steal your keys if you enter the door on the right on level 8. There's a key in the room with them, but there are *two* locked chests inside as well. Go elsewhere and then come back.

When you're surrounded by mages and snappers (as on level 9), be extra careful where you shoot. An arrow that slips by a mage and shoots a snapper means certain death for you.



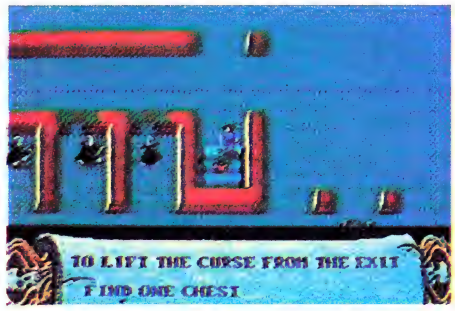
There are *plenty* of keys on level 16. In fact, your pockets will soon become full. So let a dervish follow you and steal your keys. It's the only way you can make progress. But watch your health points!

There are certain occasions when you have to shoot snappers that block doors or items you need. There aren't too many here on level 17 to kill, but remember that *all* the remaining snappers in the maze will attack.

HINT There are those who would call it cheating, but you can sometimes get a second chance to answer the questions on Arthur's scrolls. If there are entrance *and* exit doors on *both* levels before and after the scrolls, go back to the level before the scroll. When you take the exit a second time, the scroll will appear again, and you'll get a second chance for a health bonus.

You may feel overwhelmed by these mages, but don't use death spells yet. The mages spring from generators to the right, and, while death spells only kill *some* of the mages, they'll destroy *all* the generators on the screen.

A complicated maze such as level 19 might need more planning than others. Exit the game and enter the construction set. You can study the maps of every level and learn the best routes to take.

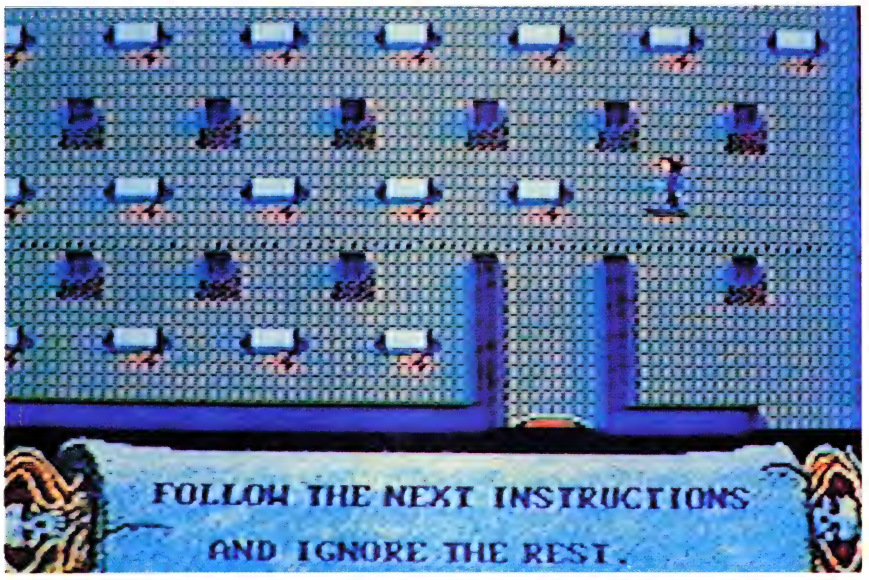


Sometimes you have to find all the scrolls, chests, or relics on certain levels. You can check your progress by trying to exit. A scroll will tell you how many items you still have to find.

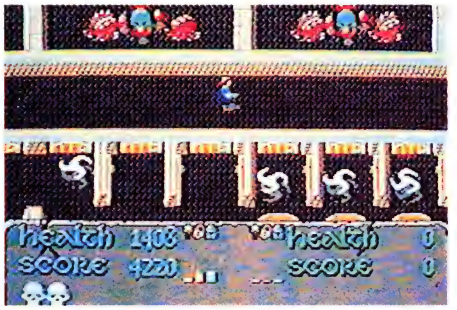
Check out those health points! You'll lose a lot of them before you exit level 21, but you should still have a healthy sum. And there's a message from Arthur after this level, giving you the chance for a health bonus.

HINT Generators make enemies whenever they're in view of your character. So if you can't destroy a generator (for example, if you don't have a death spell or are separated from the generator by a wall), move so that it is off-screen. You can also protect yourself by scrolling very slowly, so lurking generators can be destroyed one by one.

Level 22 is subtitled "Furrowfoot's Maze." You have to follow the scattered clues the adventurer left on scrolls. Be very careful. If you abort this maze, some of the scrolls won't be there when you return.



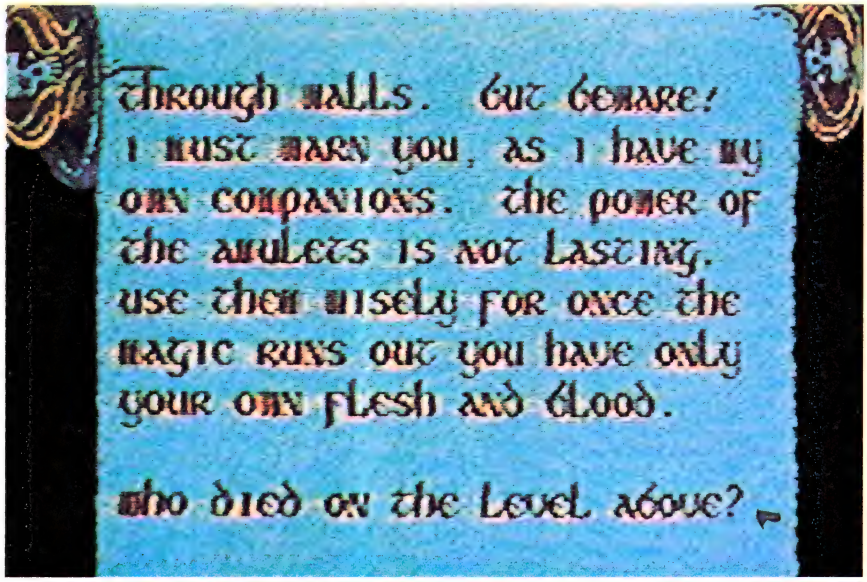
You have to follow directions on level 23, too. Or do you? It gets very complicated trying to work your way through the dozens of scrolls. But you can actually walk through them fairly easily and find the exit.



Here's where to use your death spells on level 25 — not to destroy the generators above you, but to kill the dervishes below you. You can't walk through a door with an enemy behind it, even if you have an spell.

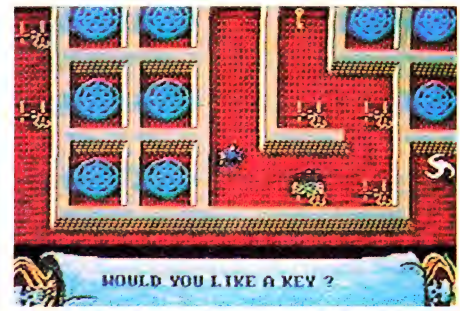
There are dozens of generators on level 26, but you can destroy them using the stop-time bell. It only rings for 30 seconds, though, so you'll have to come back three or four times. Count the rings to keep track of the time.

HINT Don't bother trying to protect yourself on level 36 (tunnel dive). Retreat is *definitely* the better part of valor there. On the far right you'll see a speed medal. Grab it, then run as fast as you can to get through the mages and back to the left. Stay close to the top wall, and only shoot the mages that block your way. Don't despair! There are some health points near the exit.


through walls. but beware!
i must warn you, as i have my
own companions. the power of
the amulets is not lasting.
use them wisely for once the
magic runs out you have only
your own flesh and blood.
who died on the level above?

The answers to Arthur's scrolls can be found in several different places. The documentation for the game holds some clues, as do his scrolls themselves. But the answer to this question was in the previous maze, level 27.

Refer to the construction editor before entering level 34 (the belltower). The bells can stop time as well as enrage, scare, or confuse the monsters. You'll want to know which bells to ring and which to leave alone.



There are single dervishes wandering through level 35. Search for them before you pick up any keys. Locked chests block your way, but there are keys in some of the unlocked chests. You don't want to lose any keys to the dervishes.

Check the editor before level 37, too. Map the locations of the banquets and speed medals. You'll *definitely* need all the speed and health points you can get to make it past the dozens of dervishes chasing you.

Hardware requirements: IBM, Tandy, and compatibles; 512K minimum memory; EGA, CGA, or Tandy 16-color graphics; joystick optional.

HILLSFAR

Hillsfar is the third game in Strategic Simulations' Advanced Dungeons and Dragons series. The first, *Pool of Radiance*, was a role-playing adventure, while *Heroes of the Lance* was a pure action game. *Hillsfar* combines the two in a game for beginning or intermediate players.

Hillsfar is a series of small adventures rather than one great quest. You control the characters one at a time, creating them from scratch or borrowing them from *Pool of Radiance*. Part of playing *Hillsfar* involves studying the menus that appear in camps, pubs, magic shops, and bookstores. There's also the riding game, in which you guide your horse over obstacles on the roads outside Hillsfar. You can also travel within the map of Hillsfar, exploring streets and entering buildings.

In the arenas, you engage in duels with fighters, attempting to defeat them and gain fame and experience. In the buildings, you move from room to room, opening locked chests and discovering treasure. Just find the exit before guards track you down!

Hillsfar is enjoyable, largely because it's not too complex. And if searching buildings becomes tedious, picking locks is always interesting. All in all, *Hillsfar* is a good addition to the series.

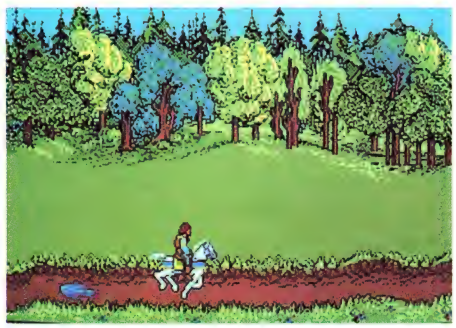
Strategic Simulations

CAMP OPTIONS
Ride current character to Hillsfar
Load a character to ride to Hillsfar
Generate a Hillsfar character
Save your current Hillsfar character
Remove a Hillsfar character from disk
Load a pre-rolled character from disk
Transfer a character
View current character
Quit to Dos

In camp, several options are available. You can create characters and save their progress. It is possible to conduct more than one quest at the same time by commanding different characters.

EGA screens shown

When you want to travel back to camp to save the game, or to any location other than the town of Hillsfar, you must call up this map and set a route.



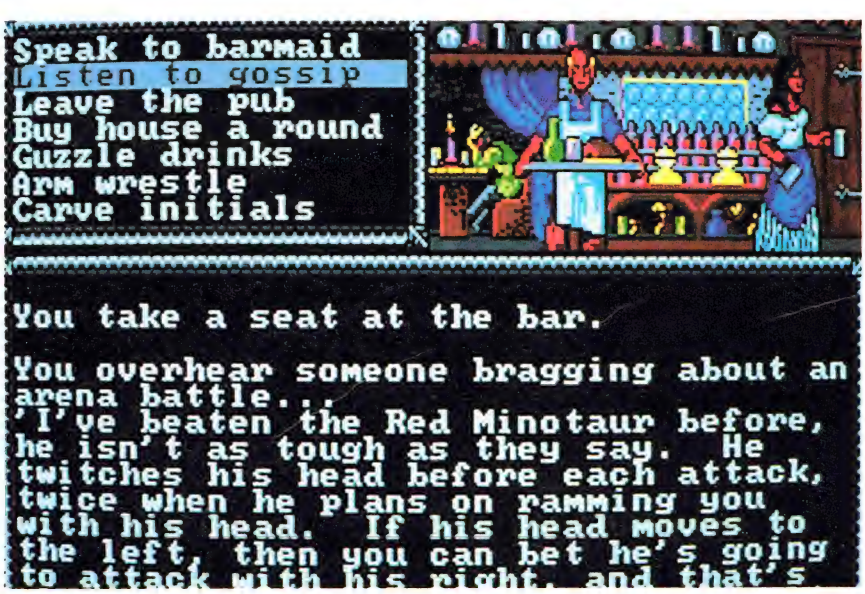
Traveling between locations means mounting your horse and jumping over obstacles in the road. This is a relatively simple arcade feature of the game, controllable by joystick or keyboard.

HINT When galloping along the road, don't wait too long to start a jump. The horse needs to take a step before leaping, and will need a bit of space to clear the hurdle. If necessary, slow down, especially when faced with a series of obstacles close to each other.

When you enter Hillsfar, you are shown a layout of the town. Beelzebubble is in the northeast corner, represented by a small yellow arrow. A straight-ahead perspective is displayed at the top left.

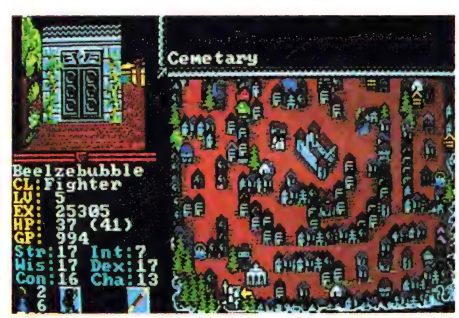
HINT Exploring buildings is a major part of this game — but in some ways it's also the least satisfying part. You must either find a nearly endless supply of knock rings, or learn to pick locks quickly and ably. Remember, though, that most chests contain at least some treasure, and some will at least replace the knock ring you've expended.

When you approach a building, you have the option of entering. Here, a pub awaits, and — like any stalwart fantasy fighter — Beelzebubble will enter and drink his fill.


Speak to barmaid
Listen to gossip
Leave the pub
Buy house a round
Guzzle drinks
Arm wrestle
Carve initials
You take a seat at the bar.
You overhear someone bragging about an arena battle...
'I've beaten the Red Minotaur before, he isn't as tough as they say. He twitches his head before each attack, twice when he plans on ramming you with his head. If his head moves to the left, then you can bet he's going to attack with his right, and that's

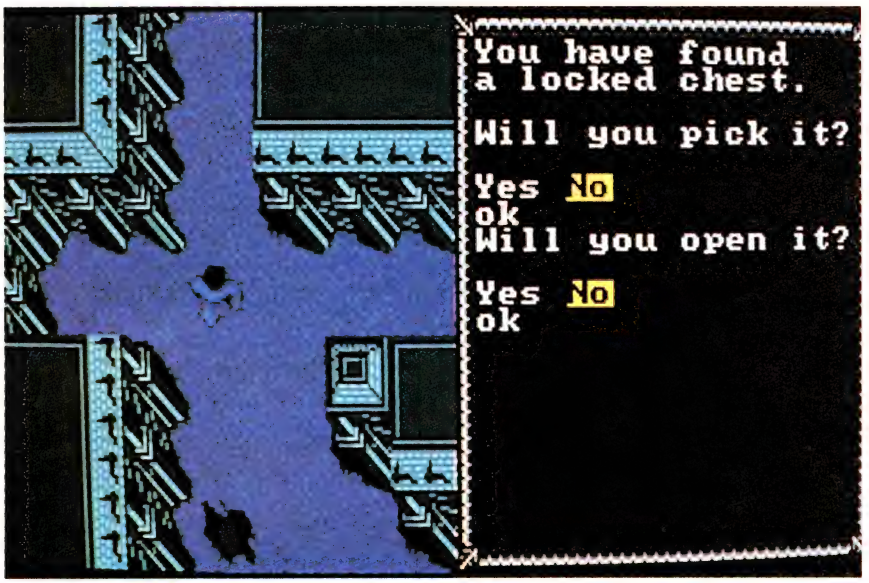
Inside the pub, a number of options present themselves. If Beelzebubble listens to some gossip, he can pick up some valuable combat information.

As you wander the streets of Hillsfar, you will often be approached by other characters. Some offer their services; others, like this one, want to show you magic. A brief hint: Only *some* of the magic in this game helps you.

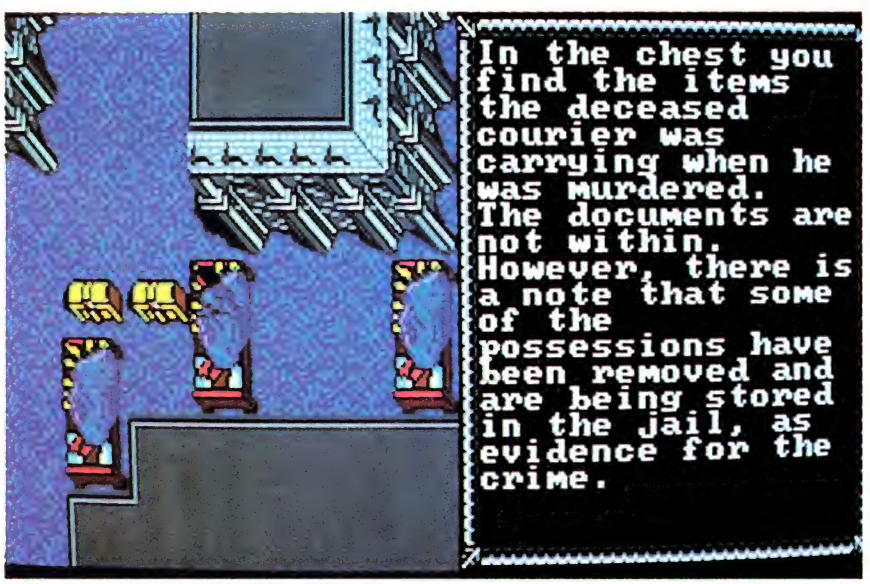


Beelzebubble has found the cemetery (shown by the yellow arrow in the southeast corner of the town). His goal is to enter and find some documents carried by a murdered guild member.

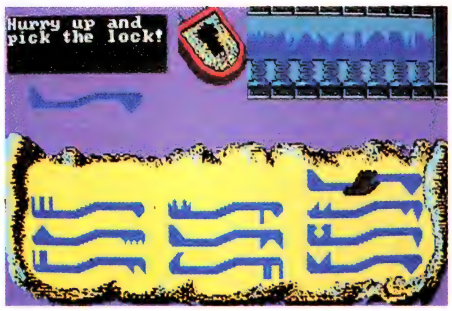
HINT Whichever character class you choose for your adventurer, be sure to seek out the appropriate guild as soon as possible. The real key to making your way in *Hillsfar* is to hook up with the guilds. The guild masters are the ones in charge of individual quests. Find your guild, and visit the master as often as you can.



Inside the cemetery, as with all buildings in Hillsfar, you must search through a series of rooms. Open or pick the locks of any chests you run across. Eventually the guards will find you, so hurry.


In the chest you find the items the deceased courier was carrying when he was murdered. The documents are not within. However, there is a note that some of the possessions have been removed and are being stored in the jail, as evidence for the crime.

Beelzebubble has found the chest containing the evidence he was looking for, but he must now find his way to the jail to collect further clues.

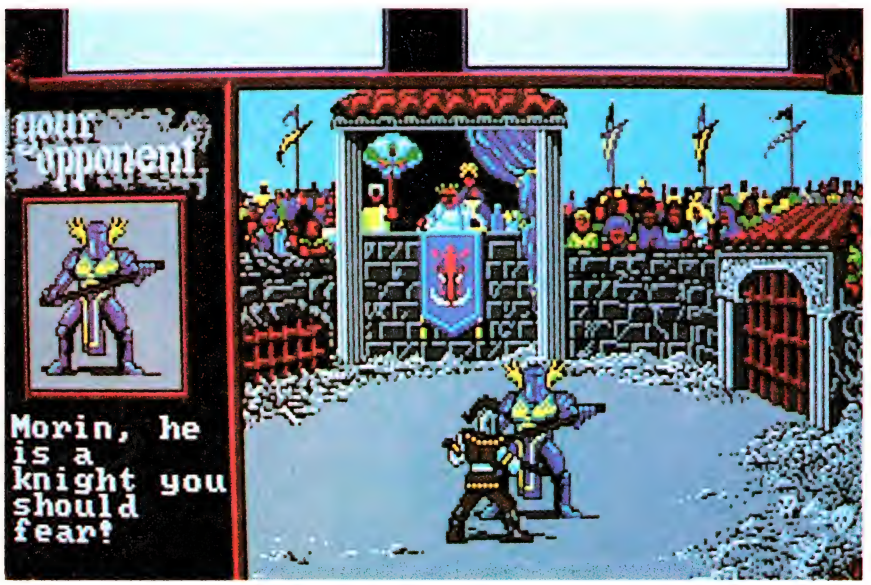


Hillsfar's lock-picking phase is challenging and interesting. You need a thief to help you pick locks (unless your character *is* a thief), but there is little time, and no guarantee that all the picks will fit.

You have found some old clothes
You have stepped on a teleport trap!
The exit can now be found.
I think it's time to find the exit.

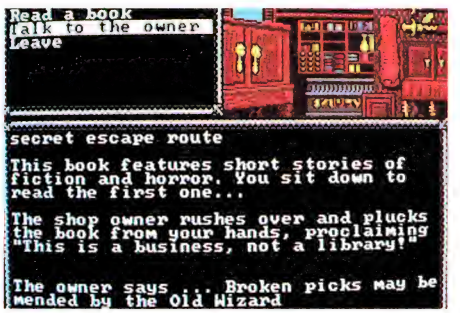
Beelzebubble is the character in blue in the middle of the picture. Running up behind him is a guard. Our hero must find the exit to the cemetery before he is apprehended, or he will lose all his gold.

HINT *Hillsfar's* only combat occurs in the arena. You have two ways of getting there — voluntarily or by force. Visit the arena as often as possible, but at your discretion rather than someone else's. Head back to camp to save the game before you step into the arena, though. And in the pubs, pay attention to the comments about the fighters. You'll hear some extremely valuable clues about winning.

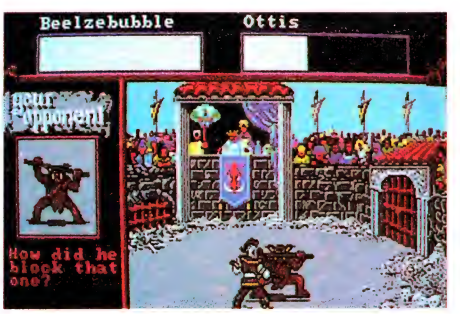


Whether you enter by choice or by force, the arena is where you'll do most of your fighting in *Hillsfar*. Beelzebubble faces Morin, a knight not exactly renowned for showing mercy.

Back in camp after finding the documents, take stock of your character. Beelzebubble now has 4960 gold pieces, 4500 more than before he completed his quest. He's at level 5. Now it's back to Hillsfar for a new quest.


Read a book
Talk to the owner
Leave
secret escape route
This book features short stories of fiction and horror. You sit down to read the first one...
The shop owner rushes over and plucks the book from your hands, proclaiming "This is a business, not a library!"
The owner says ... Broken picks may be mended by the Old Wizard

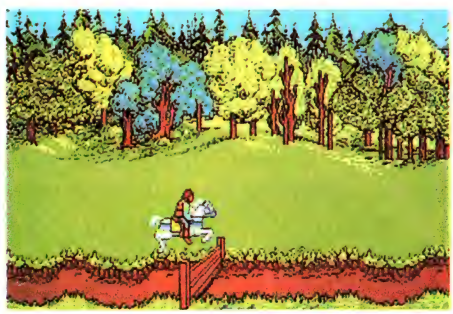
Enter all the shops you can, and talk with whomever will talk to you. The owner of this bookstore gives you an extremely valuable piece of information.



After getting caught raiding a temple, the guards threw Beelzebubble into the arena against Ottis. So far — as the strength bars at the top of the screen indicate — our hero is getting the upper hand.

HINT Don't bother venturing beyond Hillsfar until you are given a quest that makes it necessary. Then be prepared to lose both your horse and your money to bandits. Plan for this loss by depositing most of your money in Hillsfar's bank before you leave. And if you get lost, look for a hidden path.

When you're ready to venture beyond Hillsfar, the marked roads aren't the only possible routes. Use the cursor keys to spot other possibilities, and **follow them if you're sure of your strength.**



On the longer roads leading *from* Hillsfar, the jumping obstacles are often higher and larger. These require much better timing than the small obstacles leading from your camp *to* Hillsfar.

Inside the trading post, you can buy a new horse and get information from the trader. If your horse has been stolen — you can walk back to Hillsfar — but good luck!

The walls inside the big tree at the end of the hidden trail look different from the walls in other buildings. But you can explore and find chests as usual. Just make sure you get out while you still have your gold.

Hardware requirements: IBM, Tandy, and compatibles; 384K minimum memory; EGA, CGA, or Tandy 16-color graphics; two floppy drives or a hard drive required.

INDIANA JONES AND THE LAST CRUSADE

Just as rollicking as the movie, *Indiana Jones and the Last Crusade* is great fun for adventure fans.

Archeologist Dr. Indiana Jones goes on a roller coaster ride through Italy, Germany, and the Middle East to recover the legendary Holy Grail before the Nazis can get their hands on it. The person who drinks from the grail is given life everlasting, and Hitler has his eyes on eternity!

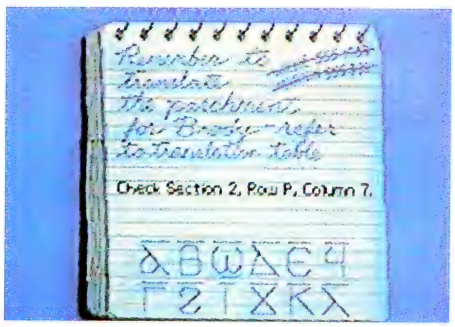
The game follows the movie, but only up to a point. Certainly many of the situations and even conversations are taken directly from the film. But, although you didn't see Harrison Ford asking a couple in Venice if he could have their empty wine bottle, *your* Indiana is going to need that bottle to find the knight's shield. You'll also have to guide Indiana through the extensive mazes of the Venetian catacombs, Brunwald's castle, and the zeppelin.

In addition to the familiar "point-and-click" interface of Lucasfilm's other games, *Indiana Jones* also has an arcade-style fight mode, and a selection of dialog fit for almost any occasion. The familiar characters of Henry Jones, Marcus Brody, Elsa Schneider, and Walter Donovan make *Indiana Jones* feel like old home week. And fans of the movie trilogy will really enjoy the many inside jokes scattered throughout the game.

Lucasfilm

EGA screens shown

As the game begins, Indiana gives the Cross of Coronado to his friend and colleague, Marcus Brody. Indy's adventures while recovering the cross evidently have to wait for another game.



Indy's translation notebook is a copyright protection device. Although it serves a practical purpose, check out those phone numbers for a laugh.

Look at the bulletin board for some clues. You might want to take advantage of the coach's boxing lessons. There's a boxing medal in Indy's office, but he might be a little rusty.

The coach will take it easy on Indy if that's what you want, but you can also ask him to hit with everything he's got. Maybe you should start at the bottom and work your way up to the power punches.

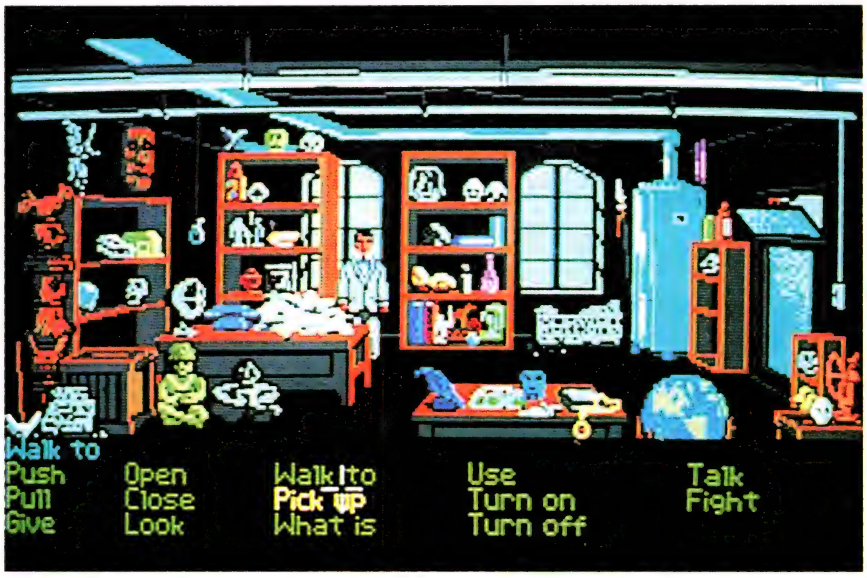
HINT

If you get the chance, talk to Marcus again after the game introduction. Marcus will tell you about another archeologist on staff. You don't need to confer or to find Dr. Reid, but you might try to convince some of your students to take his class instead of wasting up your time

HINT After you've found the grail diary and talked to Walter Donovan, you have the choice of flying straight to Venice or taking a detour to Indy's dad's house. It's pretty difficult to search through the ransacked house, but there are a couple of items that will help you much later in the game.

Excuse me, but I've got to be going.
Out of my way, kids!
Hey, take it easy, let's talk about this calmly.
Perhaps you all should find another faculty advisor.

Indy's students aren't known for their patience, especially since they've been waiting all day. They won't let Indy into his office unless they're treated fairly, so watch what you say.



Indy's office is piled with artifacts from all over the world. Don't waste a lot of time exploring. Instead of looking at Brazilian souvenirs, you should search through the mail on his desk.

Walter Donovan practically kidnaps Indiana from the college. But he has an important item in his possession—half of a stone slab giving directions to the whereabouts of the Holy Grail.

With the *travel* command, Indy can journey from the U.S. to Europe and on to other locations. He'll need to visit Venice before going to Berlin.

HINT Whenever you come to a dead end or an artifact you can't identify, check the grail diary. You'll need it several times in ancient Venice, but it won't be very useful in your search through Brunwald's castle. Your conversational arts are your survival tools there.

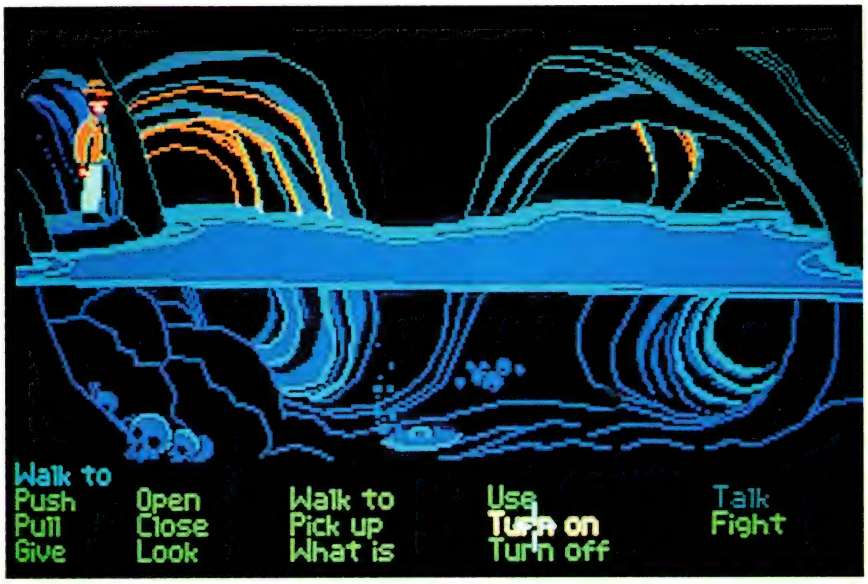
The library in Venice is actually a renovated church. Once Indy realizes that the catacombs are right underneath his feet, he has to decide which of the potential entry points is the correct one.

You won't be threatened by rats inside the catacombs, but the rodents nonetheless make their presence known. Search through the caverns for the knight's tomb, as well as for objects you'll need to reach the tomb.

There are a couple of places in the catacombs where your progress is blocked by a medieval combination lock. Arrange the pictures on these three statues in the right order to open the door.

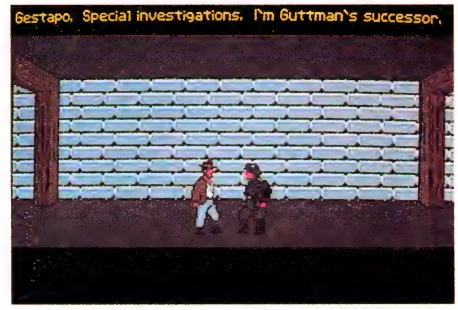
The catacombs are much more extensive than in the movie. It may look hopeless as you wander around the mazes, but you'll get your bearings soon. You could map your progress, but there's usually just one clear path.

HINT Indy might be a fine boxer, but that doesn't mean he likes getting his knuckles scraped. You can almost always get out of fights with the guards in Brunwald's castle by talking to them or bribing them instead of using your fists. For some really good hints, spend some time with the drunken soldier on the first floor. But if you must fight, be sure to pick up the first aid kit on the second floor.

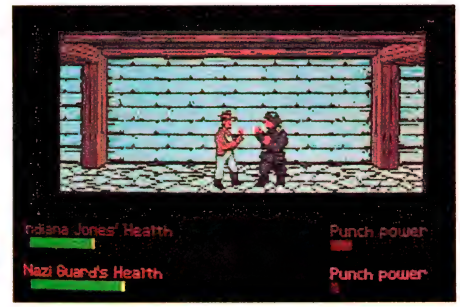


Indy hates water about as much as he hates snakes, so you'd better find a different route to get beyond this room. There's a plug in the bottom of the room, so there must be another room beneath this one.

Roam through Castle Brunwald looking for items you might need. But watch out for guards! Look in the fireplace of this room for something that will come in handy later. The *what is* command will help you search elsewhere.



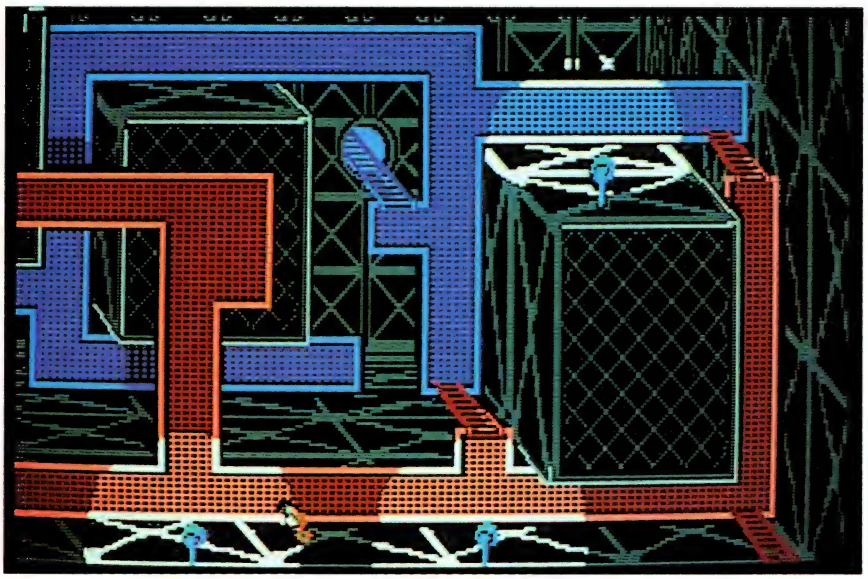
New to this Lucasfilm game is the addition of conversation. Sometimes Indy has a choice of several things to say. The right comment will advance the game. But you'd better save your game if you choose to insult this Nazi.



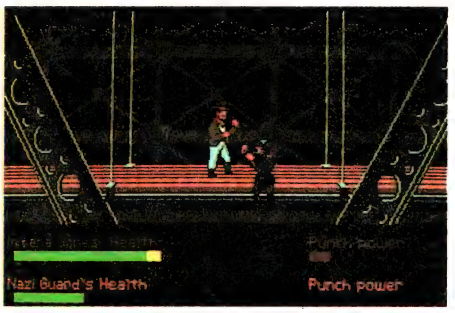
You'll pose as everything from a salesman to a Nazi while you're inside the castle. But when you pass guards you've already deceived, make sure you're wearing what they saw you in originally unless you want to fight.

HINT It's important to find the painting of the grail before you leave Brunwald's castle. Logically, the painting is in the art room's hidden safe. (If only you had the combination! Try pawning off one of your own drawings on a guard and see what happens.) Later in the game, knowing if the grail glows will help you choose the right cup in the knight's chamber. And, of course, the right grail means the difference between life and death.

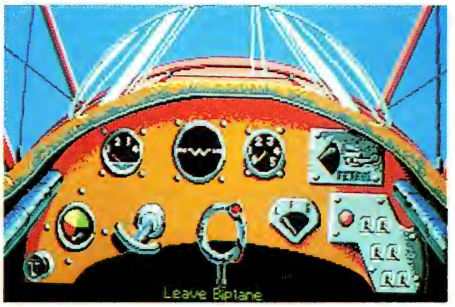
Indy and his father are caught in the Berlin airport. Here, again, you can choose what Indy says to get out of this sticky situation. Save your game and try the choices until you find the safest one.



You have to find your way through the zeppelin, but the guards are right behind you. Buy some time by keeping the radio message from getting through. And work your way up and to the right to find the biplane.



If you can't talk your way out of a situation, take your life in your hands and fight. It will take some practice before you'll automatically choose the right keys to throw a jab, for example, or block a punch.



Work the controls in the biplane with the numeric keypad. Remember that Indy can fly, he just can't land. Fasten your seatbelt—it's going to be a bumpy flight.

Hardware requirements: IBM, Tandy, and compatibles; 384K minimum memory; VGA, EGA, MCGA, CGA, or Tandy 16-color graphics; mouse recommended; joystick optional; supports AdLib sound card.

JOURNEY

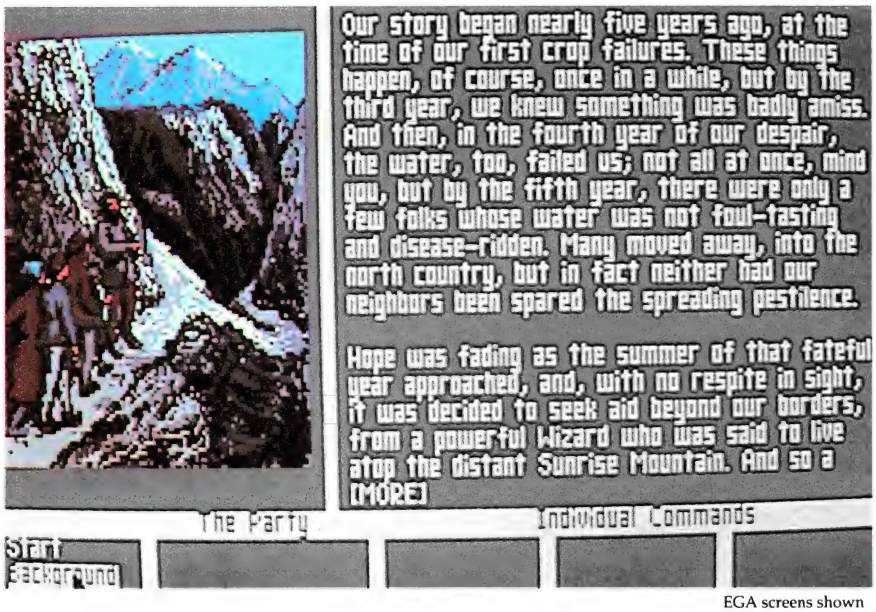
In the past year or so, Infocom has been moving away from the text-based interactive fiction for which it became famous. Its new breed of games began with the highly impressive *BattleTech*, and continues now into the fantasy genre with *Journey*.

The best news about *Journey* is the quality of the storytelling. Early text adventures tended to be too terse, but *Journey* is designed as story first, game second. There is a lot of text, but it's worth reading, and there is always a good graphics screen to illustrate the story.

Journey is told in the past tense from the point of view of the character you play, and unfolds as a story should, changing as you alter your actions. Very rarely do you actually type something in this game. Instead, you use a mouse or the cursor keys to select items from the on-screen menus, then watch as your action moves the story.

Fans of the complex puzzles found in early Infocom games will be disappointed with *Journey*. Gone, too, is the possibility of fudging your way out of a situation. *Journey*, in fact, is quite straightforward, and some adventure gamers may complain that it doesn't take long enough to play.

Infocom


Our story began nearly five years ago, at the time of our first crop failures. These things happen, of course, once in a while, but by the third year, we knew something was badly amiss. And then, in the fourth year of our despair, the water, too, failed us; not all at once, mind you, but by the fifth year, there were only a few folks whose water was not foul-tasting and disease-ridden. Many moved away, into the north country, but in fact neither had our neighbors been spared the spreading pestilence.
Hope was fading as the summer of that fateful year approached, and, with no respite in sight, it was decided to seek aid beyond our borders, from a powerful Wizard who was said to live atop the distant Sunrise Mountain. And so a
(MORE)
The Party
Individual Commands
Start
Background

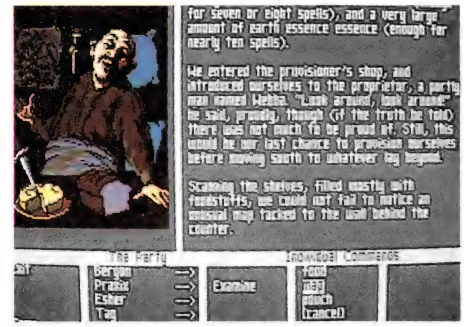
EGA screens shown

Learn some story background by reading these screens of text. The prose is well written, interesting, and sets the mood for the adventure. Read them thoroughly, for both information and pleasure.

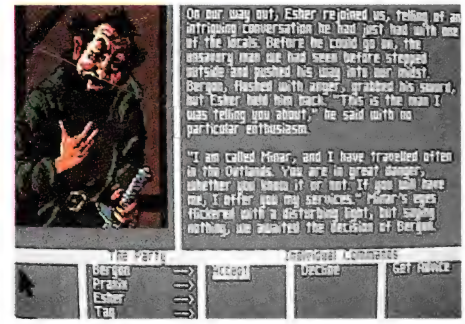
HINT In the first building you enter, the Provisioner's Shop, you'll find a map. Examine it, hear what the provisioner says about it, then buy it. If you don't, you'll eventually reach a point where you can go no further. No other single item found early in the game is this critical.

Our journey started on a day bright and clear, and we made quick progress down the gently winding road that leads south, past the boundaries of our valley.
The air was warm, but the cool north wind at our backs reminded us that winter was near. It seemed that we had only just started out when we arrived at the outpost town of Lavos, shortly past noon.
So this was Lavos! We stood in front of an old wooden storefront, that of a provisioner. Farther down the road, the Lands End Tavern beckoned us with the promise of food and drink
The Party
Individual Commands
Proceed
Enter
Bergon
Praxix
Esher
Tan
Get Horace
Cast
Drop
Examine
Inventory

As the story begins, the party stands near the Land's End Tavern in the town of Lavos. Commands line the bottom of the screen. Select *enter* to go into the tavern.

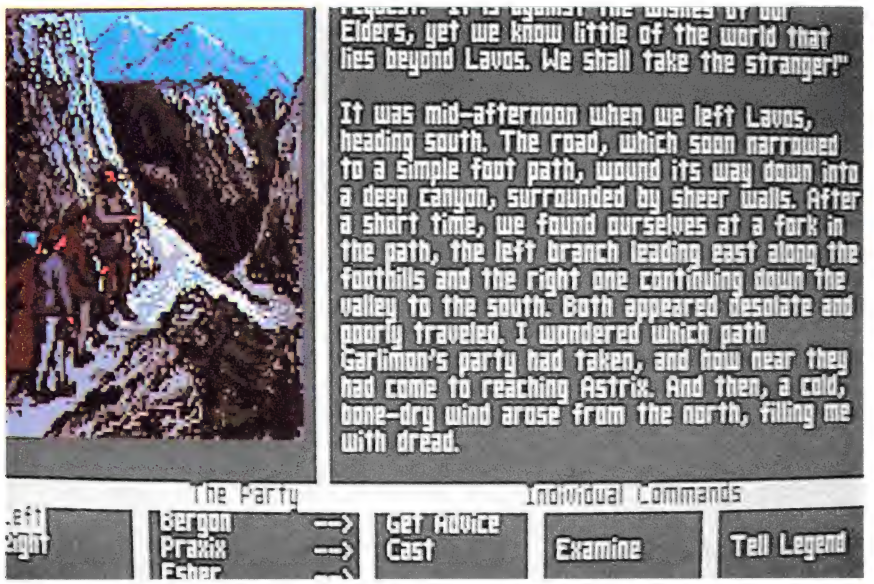

for seven or eight spells), and a very large amount of earth essence essence (enough for nearly ten spells).
We entered the provisioner's shop, and introduced ourselves to the proprietor, a portly man named Webbe. "Look around, look around," he said, proudly, though (if the truth be told) there was not much to be proud of. Still, this would be our last chance to provision ourselves before moving South to whatever fog beyond.
Scanning the shelves, filled mostly with foodstuffs, we could not fail to notice an ancient map tacked to the wall behind the counter.
The Party
Individual Commands
Get
Bergon
Praxix
Esher
Tan
Examine
Read
Map
Touch
(Cancel)

There's a map hanging inside the Provisioner's Shop. Select *examine* from the command box to read the map. Though the provisioner tells you the map is worthless, you might want to buy it anyway.

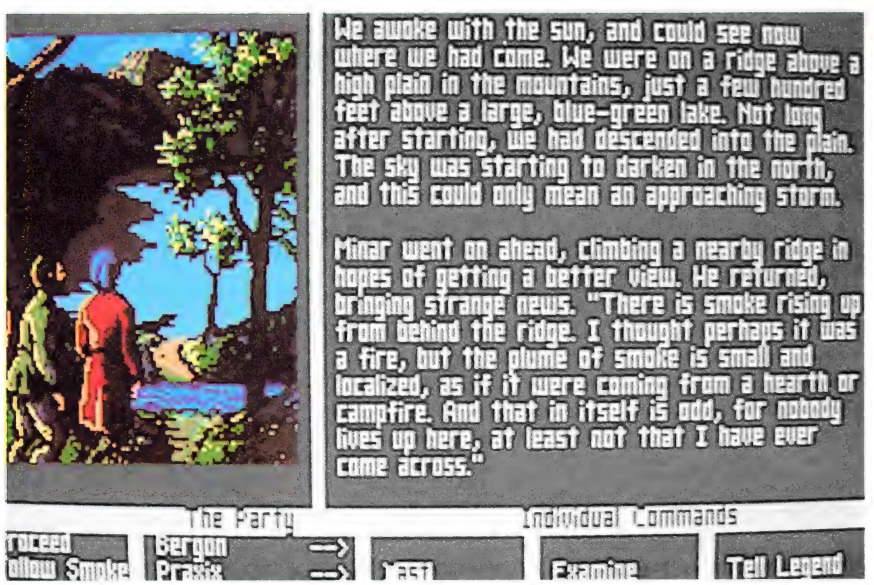

On our way out, Esher rejoined us, telling of an intriguing conversation he had just had with one of the locals. Before he could go on, the unsavory man we had seen before stepped outside and pushed his way into our midst. Bergon, flushed with anger, grabbed his sword, but Esher held him back. "This is the man I was telling you about," he said with no particular enthusiasm.
"I am called Minar, and I have traveled often in the Outlands. You are in great danger, whether you know it or not. If you will have me, I offer you my services." Minar's eyes flickered with a disturbing light, but saying nothing, we awaited the decision of Bergon.
The Party
Individual Commands
Accept
Decline
Get Horace
Bergon
Praxix
Esher
Tan

The unsavory character you met going into the tavern now wants to join your journey. Not everyone in your party wants Minar to go along. But if you think he'll be useful, invite him to join you.

HINT Save the game often, under as many different filenames as you need. Just outside the village, for example, you must decide to go left or right. Save first, then choose the direction. That way, if you lose a member of the party, you can go back and try again. And by the way, if you do lose a comrade, you won't get through the adventure.


Elders, yet we know little of the world that lies beyond Lavos. We shall take the stranger!"
It was mid-afternoon when we left Lavos, heading south. The road, which soon narrowed to a simple foot path, wound its way down into a deep canyon, surrounded by sheer walls. After a short time, we found ourselves at a fork in the path, the left branch leading east along the foothills and the right one continuing down the valley to the south. Both appeared desolate and poorly traveled. I wondered which path Garlimon's party had taken, and how near they had come to reaching Astrix. And then, a cold, bone-dry wind arose from the north, filling me with dread.
The Party
Individual Commands
Bergon
Praxix
Esher
Get Advice
Cast
Examine
Tell Legend

Outside Lavros, you'll come to your first difficult decision. Do you go left or right? One of the options is to scout, which Minar will do for you, albeit reluctantly. What he discovers is invaluable.

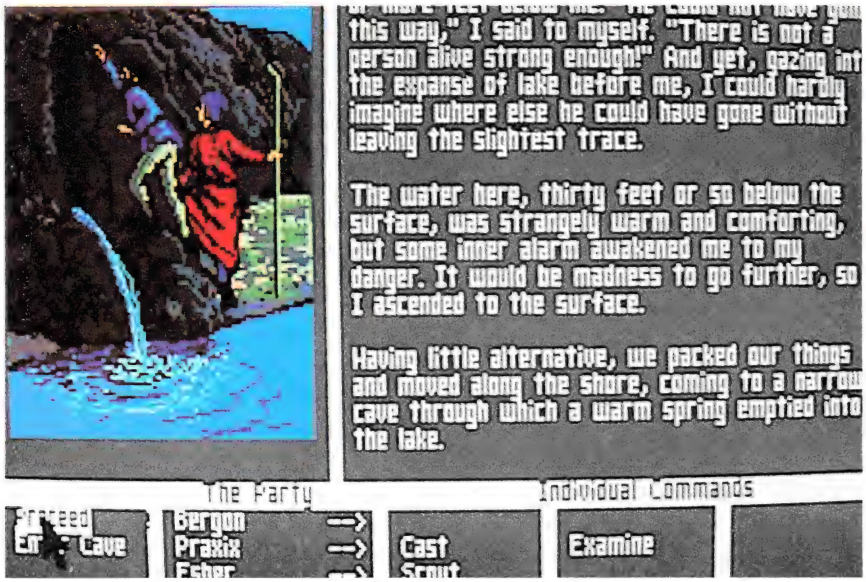

We awoke with the sun, and could see now where we had come. We were on a ridge above a high plain in the mountains, just a few hundred feet above a large, blue-green lake. Not long after starting, we had descended into the plain. The sky was starting to darken in the north, and this could only mean an approaching storm.
Minar went on ahead, climbing a nearby ridge in hopes of getting a better view. He returned, bringing strange news. "There is smoke rising up from behind the ridge. I thought perhaps it was a fire, but the plume of smoke is small and localized, as if it were coming from a hearth or campfire. And that in itself is odd, for nobody lives up here, at least not that I have ever come across."
The Party
Individual Commands
Bergon
Praxix
Examine
Tell Legend

Upon taking the path to the right and reaching the lake, send Minar to scout once more. He'll return with news of smoke rising in the distance. Follow the smoke to see where it leads.

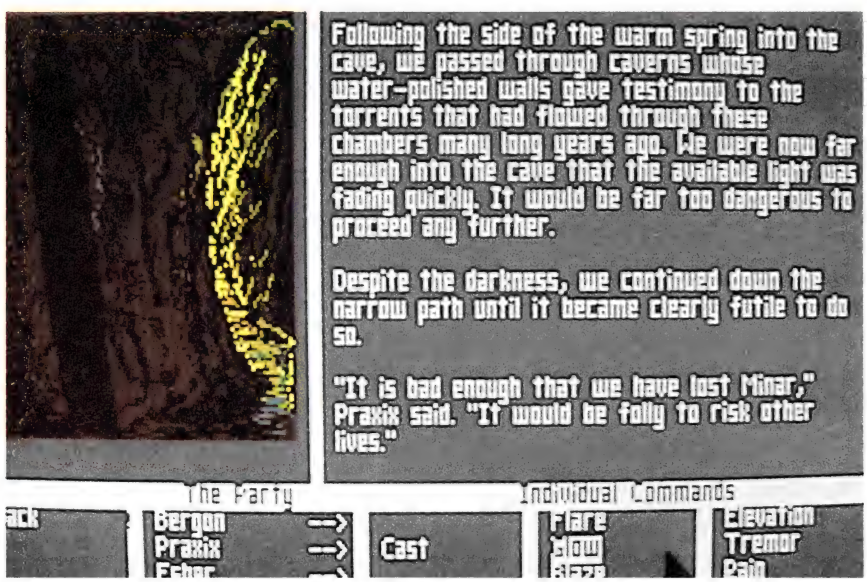
As with many other points in *Journey*, you're given a choice here of what to do. Your first instinct might be to lie, but try telling the truth. You never know where it will get you.

Once past the hermit's hut, you'll come to a stream. Be sure to examine everything you can. Interesting items are waiting to be found.

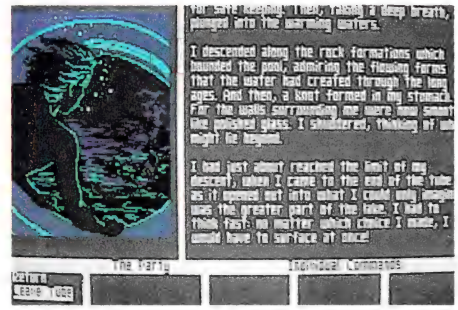
HINT Pay attention to every bit of text on the screen. There's a lot to study, but it offers more than the benefit of an enjoyable plot. Right from the start of your adventure, you'll get a great deal of much-needed information.


this way," I said to myself. "There is not a person alive strong enough!" And yet, gazing int the expanse of lake before me, I could hardly imagine where else he could have gone without leaving the slightest trace.
The water here, thirty feet or so below the surface, was strangely warm and comforting, but some inner alarm awakened me to my danger. It would be madness to go further, so I ascended to the surface.
Having little alternative, we packed our things and moved along the shore, coming to a narrow cave through which a warm spring emptied into the lake.
The Party
Individual Commands
Bergon
Praxix
Cast
Examine

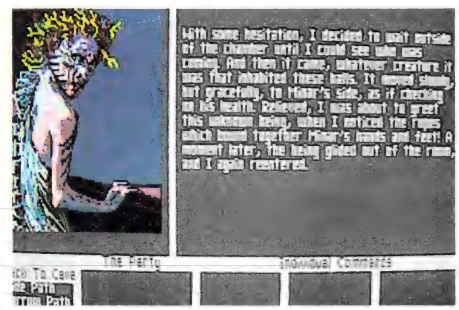
After losing Minar, the only real choice is to dive into the lake. You'll surface outside a cave entrance. Naturally, you'll want to see what's inside.


Following the side of the warm spring into the cave, we passed through caverns whose water-polished walls gave testimony to the torrents that had flowed through these chambers many long years ago. We were now far enough into the cave that the available light was fading quickly. It would be far too dangerous to proceed any further.
Despite the darkness, we continued down the narrow path until it became clearly futile to do so.
"It is bad enough that we have lost Minar," Praxix said. "It would be folly to risk other lives."
The Party
Individual Commands
Bergon
Praxix
Cast
Flare
Elevation
Tremor

Inside the cave, you quickly run out of light. It's time, therefore, to cast your first spell. Choose *cast*, then *glow*. Once the spell is cast, you'll have enough light to enter the cave.

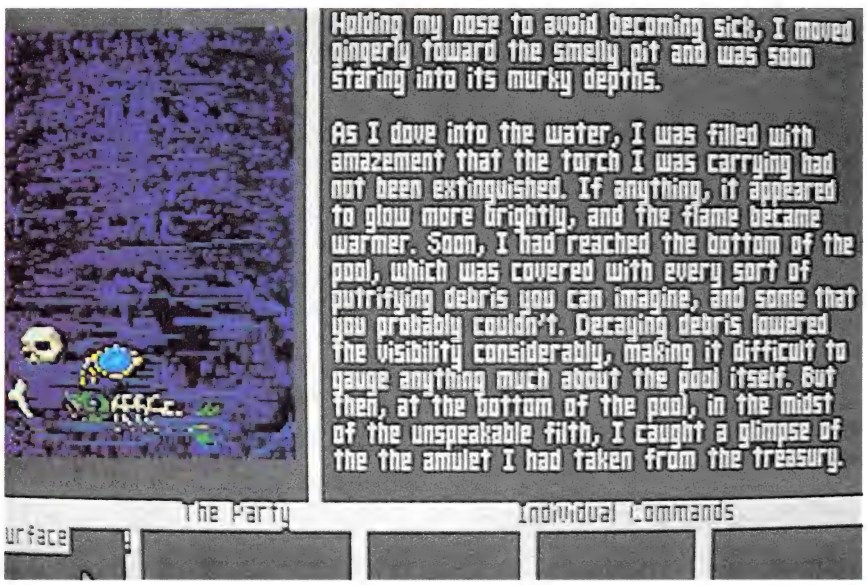


Choosing *return* may be safer, but *leave tube* sounds far more interesting. Use the *game* command to save your progress, then leave the tube and see where it leads.

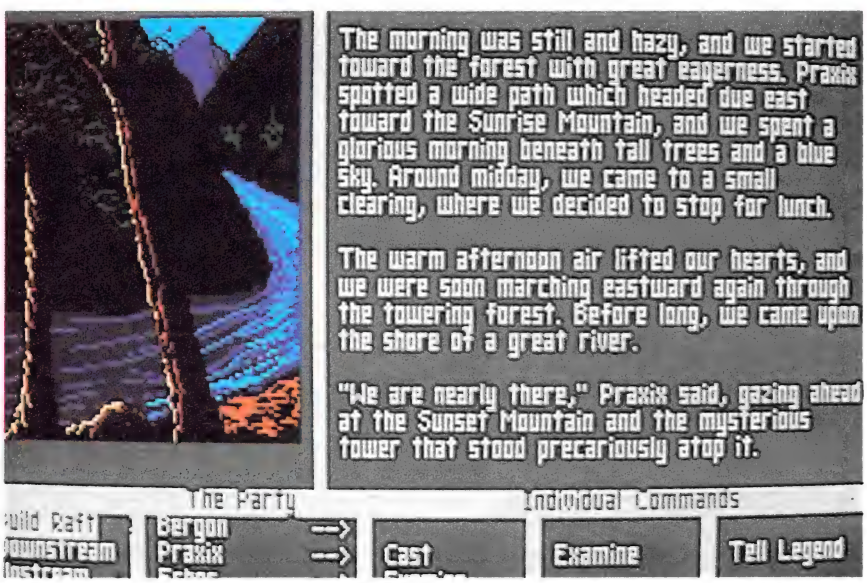


As you find Minar, you hear something coming. Choose to hide — it will be a good move. Minar still needs some rest, but, fortunately, there's lots to do before we head back to the cave.

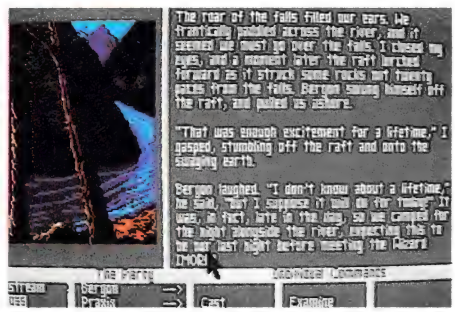
HINT Use the *examine* command frequently. A good rule of thumb is to use it every time you move somewhere, and certainly whenever you meet anyone or pick up something new. Some things you'll discover only with the command, although the text always contains hints.


Holding my nose to avoid becoming sick, I moved gingerly toward the smelly pit and was soon staring into its murky depths.
As I dove into the water, I was filled with amazement that the torch I was carrying had not been extinguished. If anything, it appeared to glow more brightly, and the flame became warmer. Soon, I had reached the bottom of the pool, which was covered with every sort of putrifying debris you can imagine, and some that you probably couldn't. Decaying debris lowered the visibility considerably, making it difficult to gauge anything much about the pool itself. But then, at the bottom of the pool, in the midst of the unspeakable filth, I caught a glimpse of the the amulet I had taken from the treasury.
The Party
Individual Commands

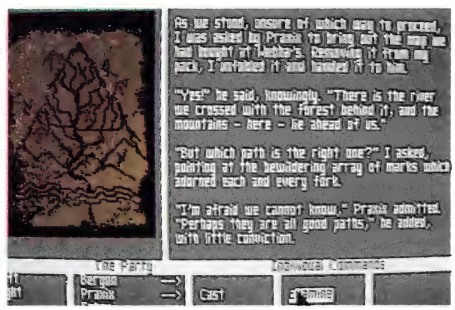
Having taken the blue amulet, the greater challenge is to keep it. Try going straight ahead, but make sure you have a light source with you.


The morning was still and hazy, and we started toward the forest with great eagerness. Praxix spotted a wide path which headed due east toward the Sunrise Mountain, and we spent a glorious morning beneath tall trees and a blue sky. Around midday, we came to a small clearing, where we decided to stop for lunch.
The warm afternoon air lifted our hearts, and we were soon marching eastward again through the towering forest. Before long, we came upon the shore of a great river.
"We are nearly there," Praxix said, gazing ahead at the Sunset Mountain and the mysterious tower that stood precariously atop it.
The Party
Individual Commands
Bergon
Praxix
Cast
Examine
Tell Legend

When you come to a river, your choices are to head upstream, downstream, or build a raft and cross. Once again, you should scout before you go anywhere.

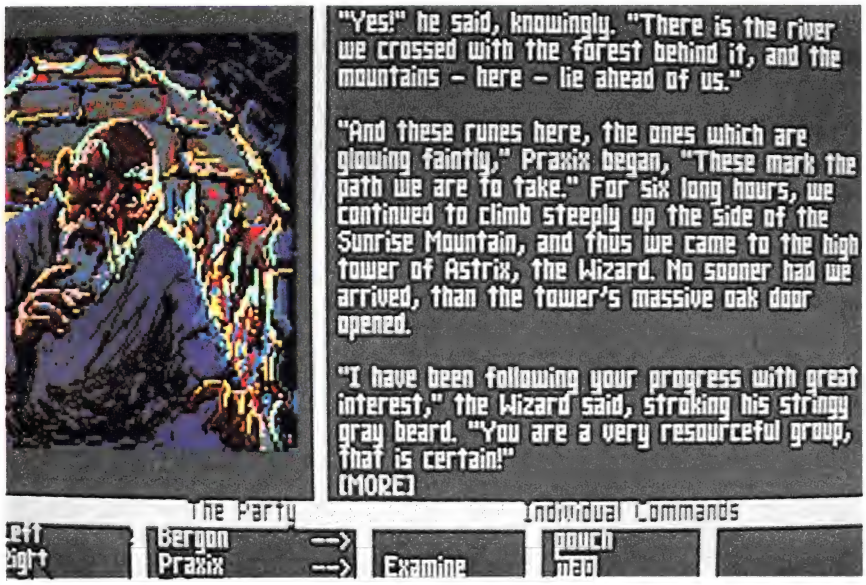

The roar of the falls filled our ears. We frantically paddled across the river, and it seemed we must go over the falls. I closed my eyes, and a moment later the raft lurched forward as it struck some rocks but barely
Bergon laughed. "I don't know about a lifetime," he said, "but I suppose it was an interesting
The Party
Individual Commands

There is only one way to cross the river safely: Launch the raft and do nothing but try to cross. If you don't do this, you'll lose one of your valuable comrades.

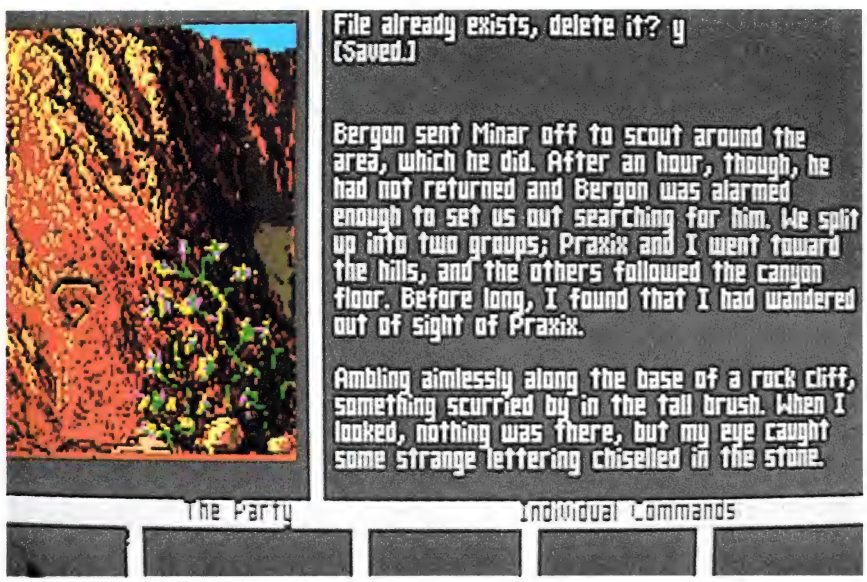

As we stood, unsure of which way to proceed, I was asked by Praxix to bring out the map we had bought at Baldur's. Removing it from my pack, I unfolded it and handed it to him.
"Yes!" he said, knowingly. "There is the river we crossed with the forest behind it, and the mountains - here - lie ahead of us."
"But which path is the right one?" I asked, pointing at the bewildering array of marks which adorned each and every fork.
"I'm afraid we cannot know," Praxix admitted. "Perhaps they are all good paths," he added, with little conviction.
The Party
Individual Commands
Bergon
Praxix
Cast

Once past the river, the map is finally of use, even if everybody thinks it isn't. (Are they under a spell?) Now it's time to scout, and to try the paths that seem right.

HINT Don't be afraid to use Praxix's magical powers. Try placing a glow spell on his staff when you're in dark places. And try a tremble spell when you find something hollow. To get across a seemingly uncrossable chasm in the dwarfs' caverns, you'll need not just one spell, but two consecutive spells. Think of a soap bubble, and you'll get a good idea.


"Yes!" he said, knowingly. "There is the river we crossed with the forest behind it, and the mountains - here - lie ahead of us."
"And these runes here, the ones which are glowing faintly," Praxix began, "These mark the path we are to take." For six long hours, we continued to climb steeply up the side of the Sunrise Mountain, and thus we came to the high tower of Astrix, the Wizard. No sooner had we arrived, than the tower's massive oak door opened.
"I have been following your progress with great interest," the Wizard said, stroking his stringy gray beard. "You are a very resourceful group, that is certain!"
[MORE]
The Party
Individual Commands
Left
Right
Bergon
Praxix
Examine
Pouch
Head

At last! You've found Astrix, the wizard. Certainly you're on the right track, but, as he explains, there is still much to do before you're finished.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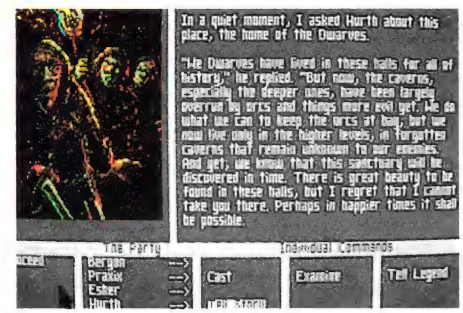
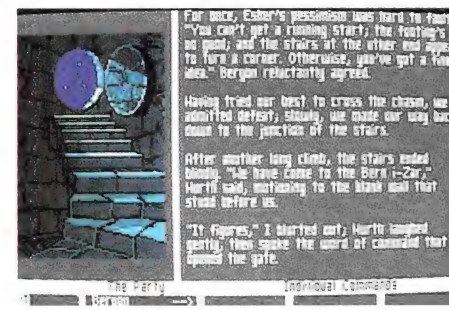
[Saved.]
Bergon sent Minar off to scout around the area, which he did. After an hour, though, he had not returned and Bergon was alarmed enough to set us out searching for him. We split up into two groups; Praxix and I went toward the hills, and the others followed the canyon floor. Before long, I found that I had wandered out of sight of Praxix.
Ambling aimlessly along the base of a rock cliff, something scurried by in the tall brush. When I looked, nothing was there, but my eye caught some strange lettering chiseled in the stone.
The Party
Individual Commands

While scouting, you've found some lettering chiseled into this rock. The question is, do you read it or get some help?


In a quiet moment, I asked Hurth about this place, the home of the Dwarves.
"We Dwarves have lived in these halls for all of history," he replied. "But now, the caverns, especially the deeper ones, have been largely overrun by orcs and things more evil yet. We do what we can to keep the orcs at bay, but we now live only in the higher levels, in forgotten caverns that remain unknown to our enemies. And yet, we know that this sanctuary will be discovered in time. There is great beauty to be found in these halls, but I regret that I cannot take you there. Perhaps in happier times it shall be possible.
The Party
Individual Commands
Bergon
Praxix
Esher
Hurth
Cast
Examine
Tell Legend

You have been offered a guide by the dwarfs, and wisely (you think) have accepted. Hurth, it seems, has much to tell you about the history of this place.


For sure, Esher's pessimism was hard to fault. "You can't get a running start, the footing's no good, and the stairs at the other end appear to turn a corner. Otherwise, you've got a fine idea." Bergon reluctantly agreed.
Having tried our best to cross the chasm, we admitted defeat, slowly, we made our way back down to the junction of the stairs.
After another long climb, the stairs ended abruptly. "We have come to the Dark i-Zar," Hurth said, motioning to the blank wall that stood before us.
"It figures," I started out, Hurth laughed gently, then spoke the word of command that opened the gate.
The Party
Individual Commands

In the tower, look out onto the night sky. What lies beyond the gate?

Hardware requirements: IBM PC and compatibles; 384K minimum memory; VGA, EGA, MCGA, or CGA graphics; mouse and joystick optional; two floppy drives or a hard drive required.

KING'S QUEST IV: THE PERILS OF ROSELLA

Dust off your knowledge of mythology and fairy tales — you'll need it to help a princess in *The Perils of Rosella*, the most recent installment in Sierra's *King's Quest* series.

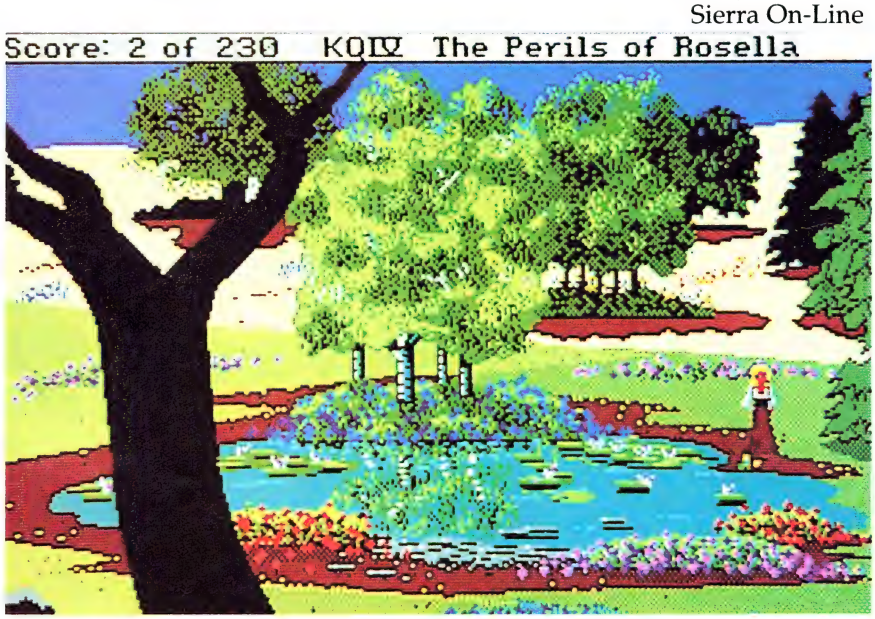
Great adventurer King Graham lies near death, and his daughter Rosella resolves to save him. The powerful fairy Genesta would help, but Genesta's magic talisman (and life blood) has been stolen by Lolotte, an evil fairy. Rosella, disguised as a peasant, is left alone in faraway Tamir.

Rosella actually includes five separate quests. The princess must find three items for Lolotte: a unicorn, the hen that lays golden eggs, and Pandora's box. Then Rosella has to steal the talisman within the 24 hours before Genesta dies. And unless she can find the magic fruit that grows somewhere in Tamir, King Graham will also perish.

But a princess such as Rosella can use her wits to outsmart evil fairies. When threatened by angry dogs, she throws bones. And when faced with frogs, she knows how to pucker up.

Rosella is a charming blend of old myths, legends, and *The Wizard of Oz*. The lovely graphics and musical score (by award-winning composer William Goldstein) guarantee many happy hours for game players.

Sierra On-Line

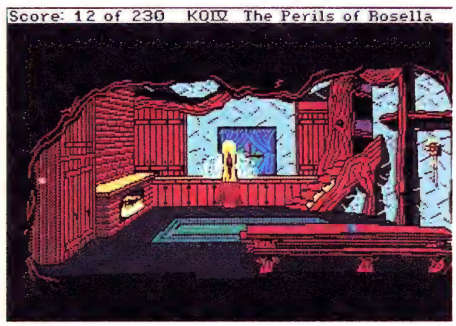


EGA screens shown

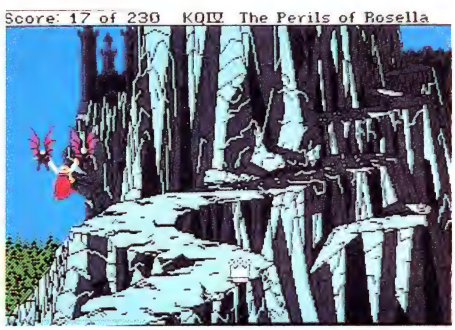
Once you've found the golden ball, it's a small matter to meet the frog over by the pond. He's not exactly the prince of your dreams, but he does give you something — and it's not warts.

HINT

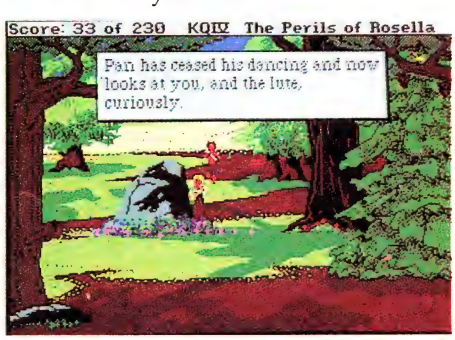
It's an old saw to adventure game players, but you need to save your game progress often. There are many, many random deaths ahead for the poor girl, and you don't want falls, ogres, dogs, mummies, sharks, trees, or drownings to undo all her hard work. Saving games also prevents a lot of backtracking if you get into a scenario without the necessary items to complete it. You only get one chance in some scenes.



Like any well-bred girl, Rosella's task while visiting the seven dwarfs is to tidy their little house. Her only payment should be a hearty bowl of soup, so return any item of value to the dwarfs in their mine.



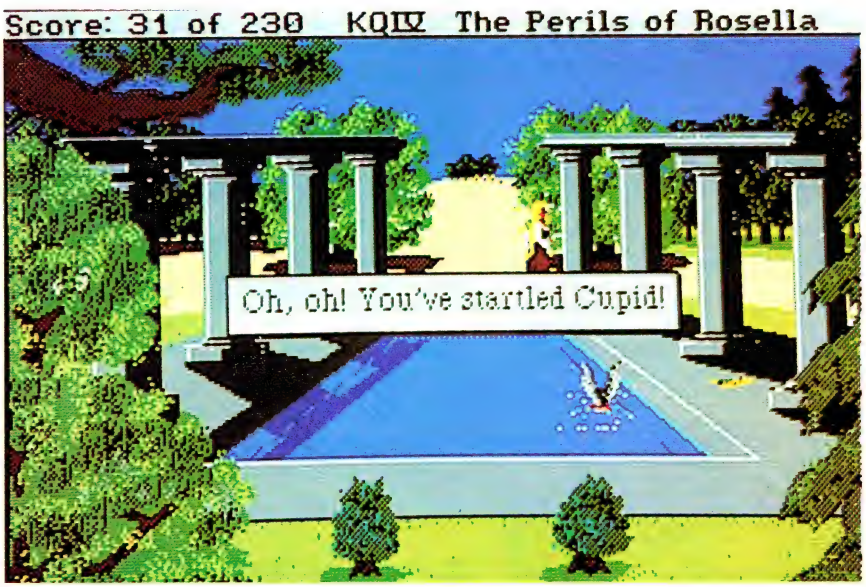
Lolotte's goons will give you a quick trip to the fairy's dark castle. Then Lolotte makes her first request, a unicorn. You'll also meet Lolotte's son, Edgar, whose complexion is the envy of toads everywhere.



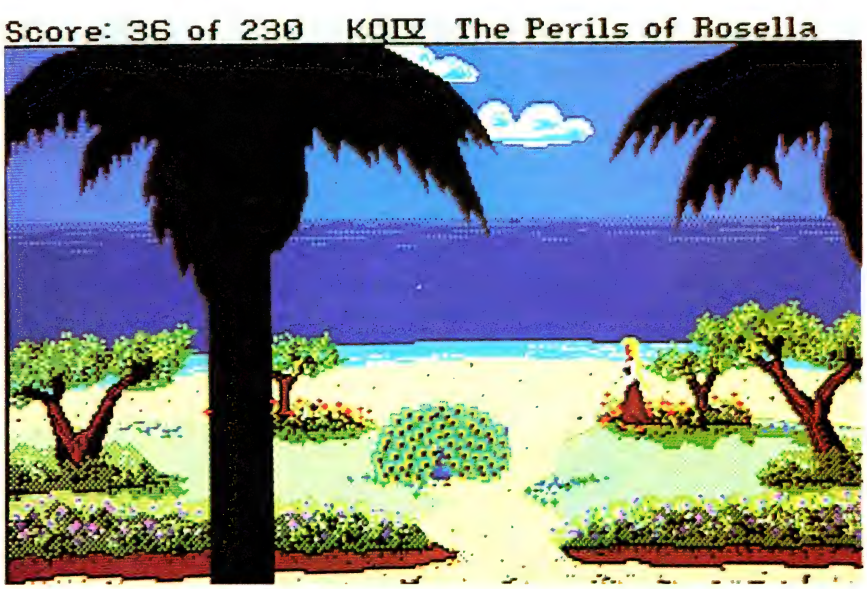
There is an exchange of gifts to be made early in the game. The minstrel should find another career, and Pan seems less than enchanted with his flute. Find a gift to make the minstrel happy, then give his lute to Pan.

HINT

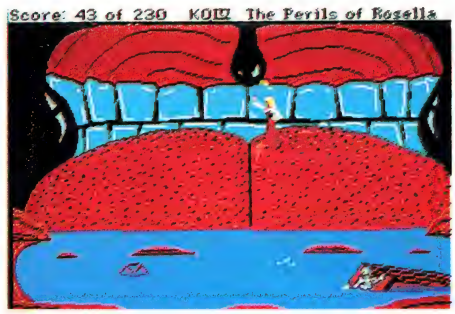
There's another round of gift-giving involving the fisherman and his wife. You need something from which he makes his livelihood, but you must make sure he can retire in comfort. Your inventory should contain some pretty valuable things, along with some grubby ones. Anything you *can* pick up you should, no matter if it crawls in the dirt or shines from the walls of mines.



You may have to visit the pool more than once before Cupid shows up. Once he begins bathing, you should come out of hiding. He'll be so flustered he'll leave behind his bow and love-tipped arrows.



Genesta's fairy abode is on an island west of Tamir. There's no need to disturb the dying fairy, but this lovely peacock will give you a gift you'll need before too long.

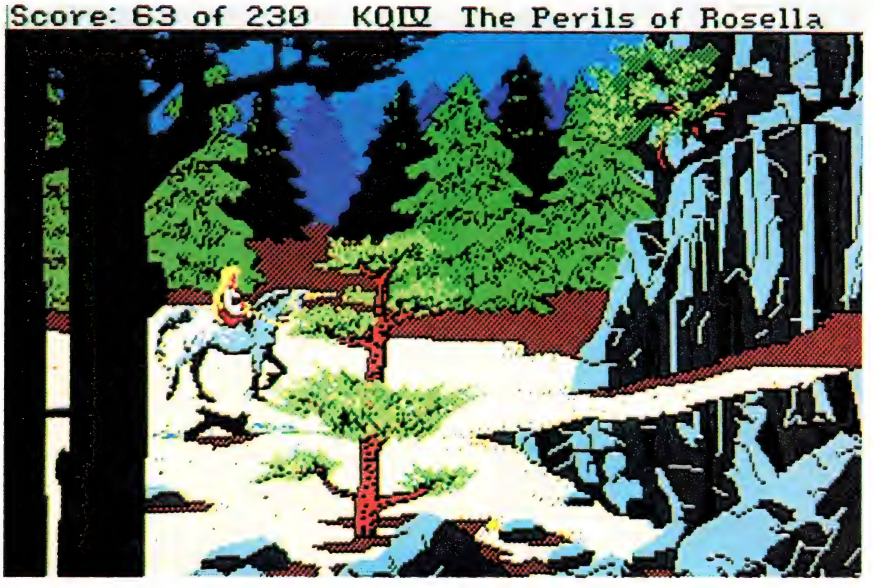


The whale only appears once in the game, but you'll need to find him — or let him find you. It's a little tricky climbing his slippery tongue. Try walking diagonally right to left, then use your feather to tickle his tonsils.

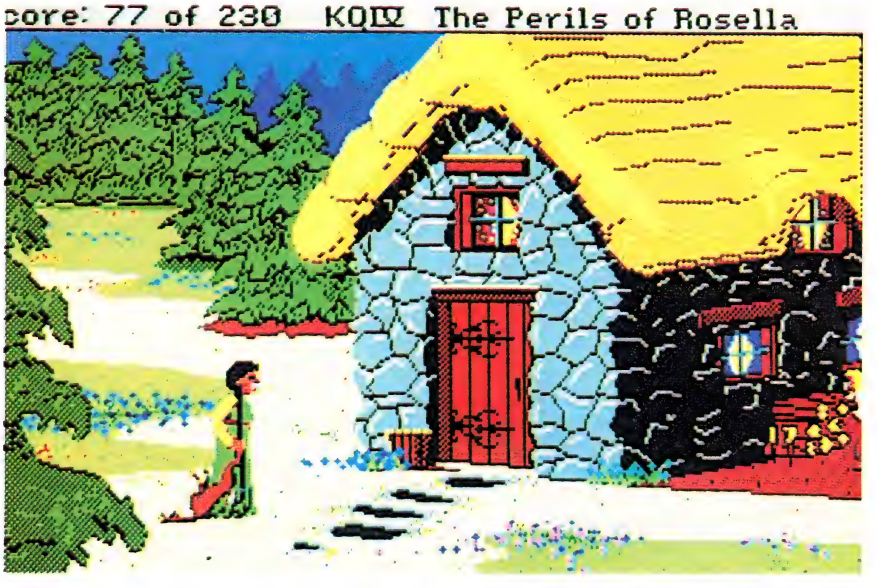
For a deserted island, there is a lot of activity here. A feathered friend will leave you a whistle if you treat him well, and blowing the whistle will provide you with transportation back to Tamir. But explore first!

HINT

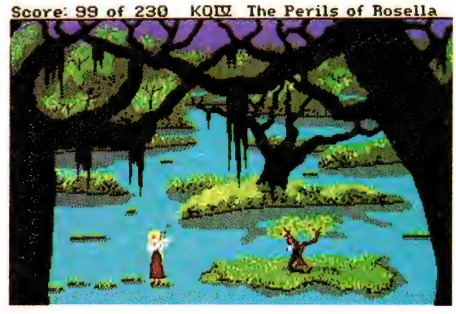
You don't think the waterfall's just there for show, do you? Though you lack the strength to swim behind it in *human* form, you've got something in your inventory that will help you transform. Behind the waterfall is a long cavern. Your lantern doesn't throw much light, but persevere. There's a light at the end of the tunnel.



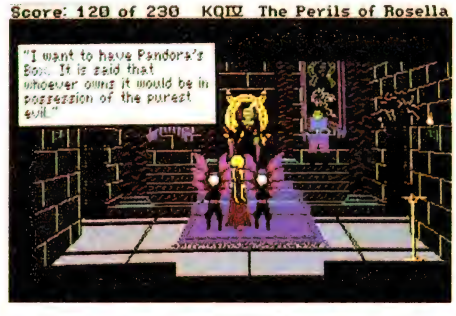
Once you've befriended the unicorn, ride him using the golden bridle (sidesaddle, of course). When you deliver the unicorn to Lolotte, she'll give you a second task, finding the hen that lays golden eggs.



As everyone knows, a giant stole the hen. Tamir doesn't have a giant, exactly, so try the ogre's house. Approach the house from the side, and enter after the ogre's wife. Be sure to check upstairs for a valuable tool.



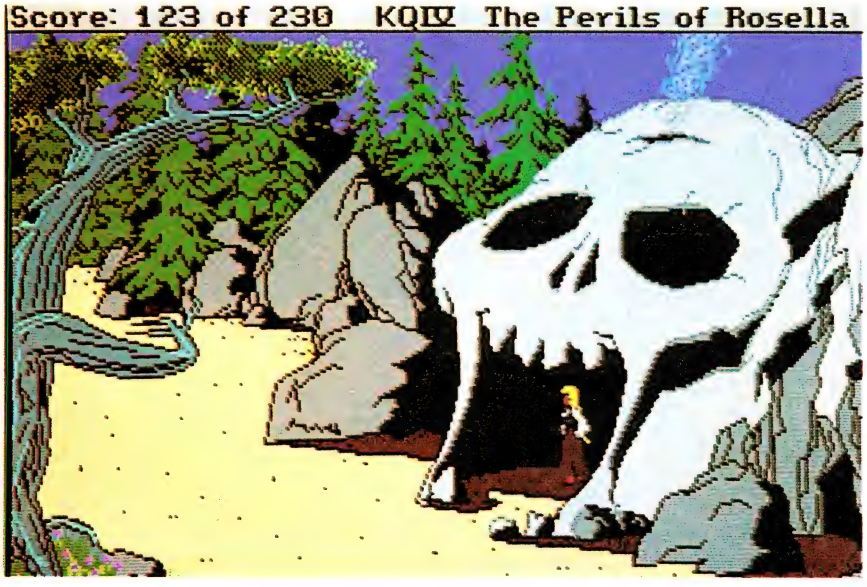
That's not a stick near the magic fruit—it's a deadly snake. Hypnotize it with your flute. But move quickly after you've stopped playing. The spell won't last long. Then leave the swamp.


Score: 120 of 230 KQIV The Perils of Rosella
"I want to have Pandora's Box. It is said that whoever owns it would be in possession of the purest evil."

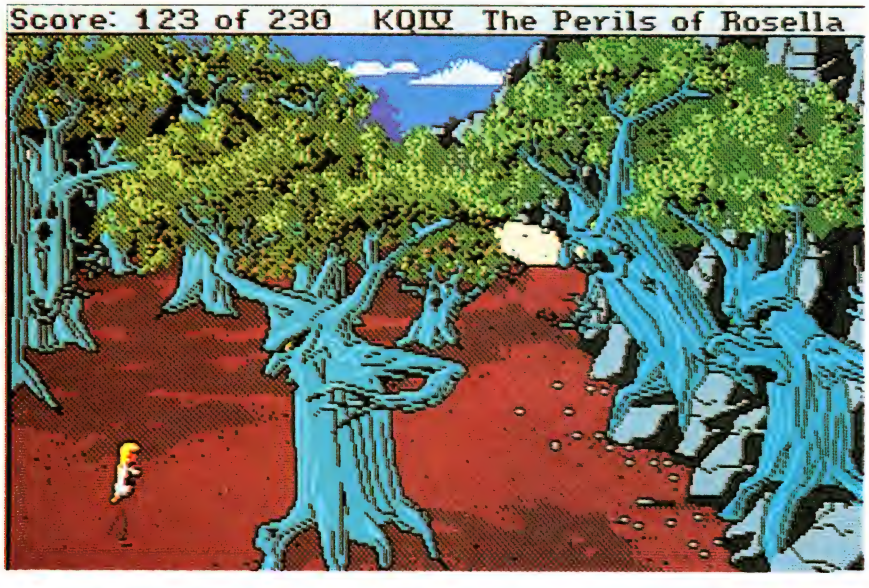
Lolotte promises you a reward if you bring her Pandora's box, but don't hold your breath waiting for treasure. Edgar's looking at you with soulful eyes. But even though he seems like a nice guy, he's more of a curse than a reward.

HINT

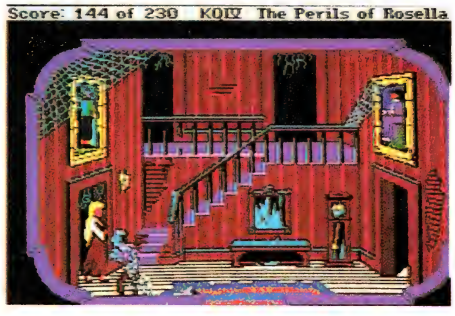
The scenario after dark in the haunted house really disrupts the continuity and basic logic of *Rosella*. It's bad enough that few people would think of grave robbing to appease ghosts, but Rosella also lacks a shovel with which to dig. You don't have to worry that you've missed getting the shovel somewhere else — it's in the mansion, in a secret room. To find the hidden chamber, search each room thoroughly. You'll see the latch to the room only after a series of carefully worded examinations.



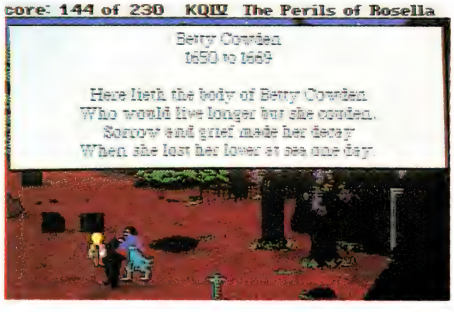
Like the Graiae in Homer's *Odyssey*, the witches who live here share a single eye that they pass between them. You need to grab the eye without ending up in hot water — the stewpot. Return later for a bribe.



Remember these trees from *The Wizard of Oz*? They'll tear you limb from limb and keep you from the witches' lair unless you can threaten them with something they fear. You don't have any fire. How about an axe?

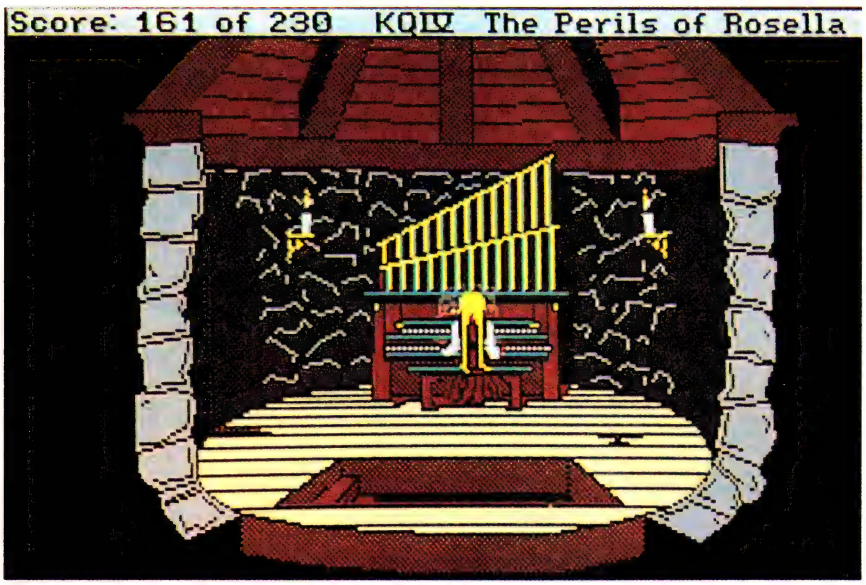


Return to the mansion after dark, and you'll find it inhabited by ghosts. Go out to the graveyard, find the tombstone that matches the ghosts, and dig up an item to give them.

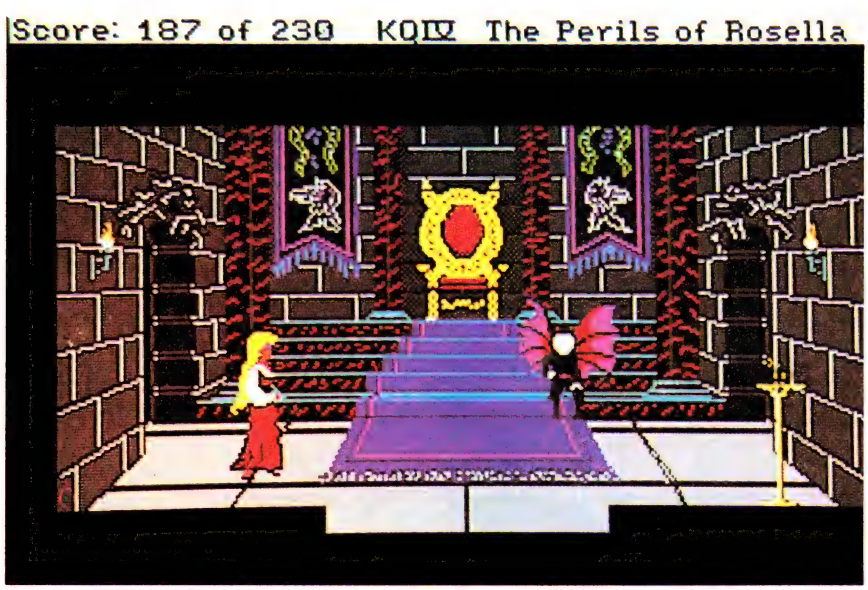

core: 144 of 230 KQIV The Perils of Rosella
Berry Cowden
1650 to 1669
Here lieth the body of Berry Cowden
Who would live longer but she couden.
Sorrow and grief made her decay
When she lost her lover at sea one day

The correct tombstones aren't difficult to find, but don't try to dig up more than one gift at once. The grave will be empty, and your shovel might break. And you don't need to worry about the zombies if you have your scarab.

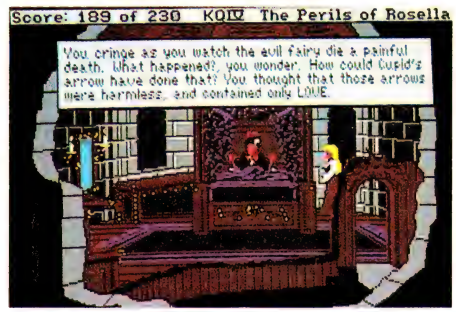
HINT OK, Lolotte's dead, and you only have few minutes to get to Genesta. But since you won't be coming back to the castle, you must get the magic fruit and the items you found for Lolotte (*all* of them) before you leave. Search the castle freely. The henchmen are glad Lolotte's dead, and Edgar's not shedding tears either.



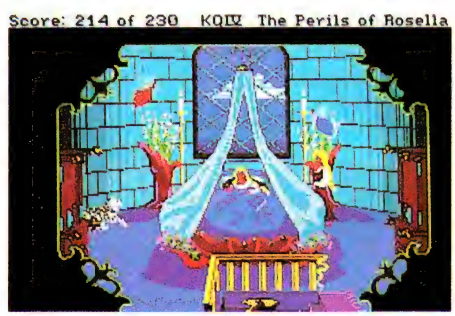
The last ghost will lead you into an attic. Search the trunks for sheet music. Then go up the stairs of the secret room to play it on the organ. The music will dislodge the key to the crypt. Pandora's box is inside the crypt.



Don't despair when you're locked in the castle. Lolotte's son has a good heart (if an ugly face). Escape when he gives you the key, and go to the second tower. The henchmen sleep soundly, but don't step on this rug.


Score: 189 of 230 KQIV The Perils of Rosella
You cringe as you watch the evil fairy die a painful death. What happened?, you wonder. How could Cupid's arrow have done that? You thought that those arrows were harmless, and contained only LOVE.

Sneak into Lolotte's bedroom in the early hours of the morning. Cupid's love-tipped arrows have an unfortunate effect on the evil fairy, but there's no other way to grab the talisman she is wearing around her neck.



With time running out, you need to beat a hasty retreat to Genesta's bedside. Her strength will return quickly, and she'll be able to transport you back to your father's bedside.

Hardware requirements: IBM, Tandy, and compatibles; 512K minimum memory; VGA, EGA, MCGA, or CGA graphics; mouse or joystick optional; supports AdLib, Roland MT-32, and IBM music cards.

LOOM

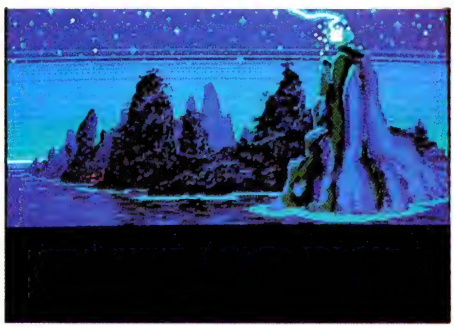
Lucasfilm's new fantasy adventure, *Loom*, is a colorful, graphically rich game that offers several new approaches to game play. As young Bobbin, the last of the Guild of Weavers, you must search the world of *Loom* for the answer to the mysterious disappearance of your fellow guild members.

Bobbin travels through the beautiful (but dangerous) land, visiting the other mighty guilds which make up the mythical world. As he searches for answers, Bobbin uses the musical wand, or *distaff*, to discover and weave the magic that will assist him in the quest.

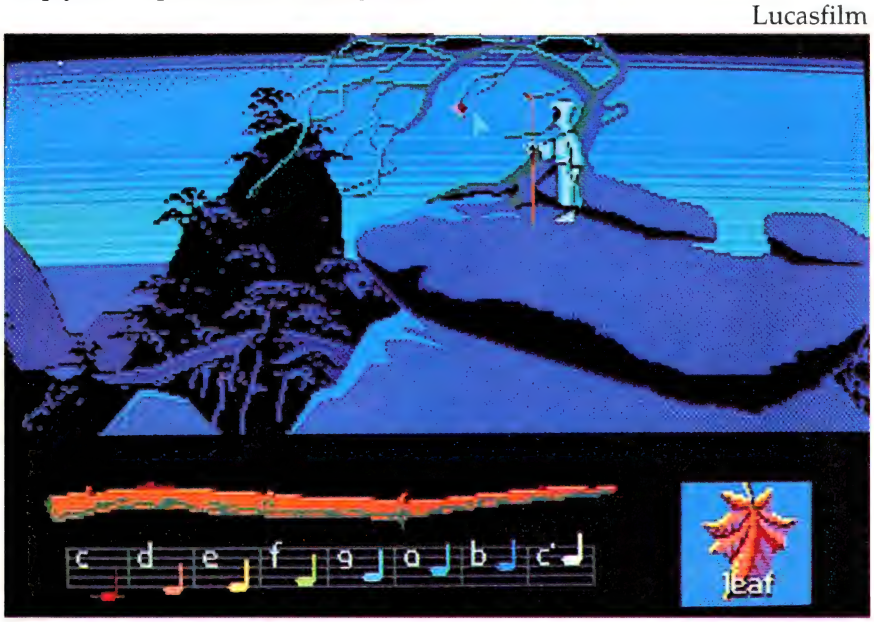
Talented game designer Brian Moriarty, who cut his teeth developing several top Infocom text adventures, has here created an enchanting world with decidedly different twists. Bobbin's search is a musical odyssey as well as a magical one. The colorful landscape is beautiful, and the interaction between the main character and the world he inhabits is both complex and captivating.

The game comes with a 30-minute stereo cassette of music and story-telling that sets the stage for the search. There is also a Book of Patterns to help you keep track of the magic spells.

Lucasfilm

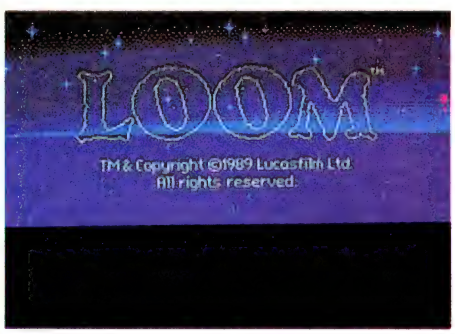


Throughout the game, Bobbin travels to many places — all of them beautiful and most of them important.



EGA screens shown

The distaff, or magic wand, at the bottom of the screen works with the music notes as the interface that is part of *Loom*'s magic.



Loom is a graphically rich quest game that takes new approaches to game play, including the use of music as an important part of the game itself.

Look carefully for magic spells in Hetchel's tent. You'll need them soon.

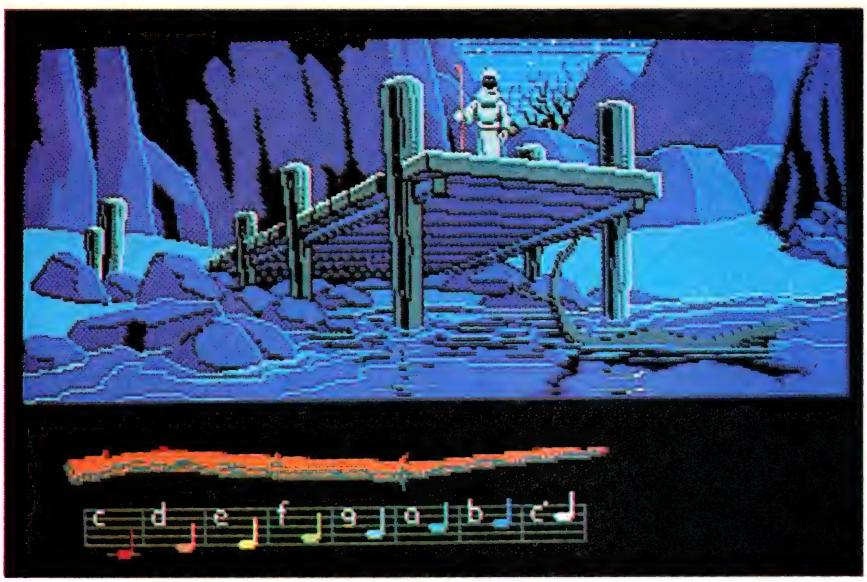
HINT *Loom* doesn't require you to type in commands or dialogue. By pointing and clicking — especially important when using the magical distaff — you can move throughout the land, take appropriate actions, and interact with the people and the environment.

HINT To succeed in *Loom*, you must take care to learn the distinctions between the different guilds. Bobbin's use of magic will vary from guild to guild, depending on what confronts him and how much experience he gains before arriving. Without the right magic at the right time, Bobbin's search can end abruptly.

From the sanctuary of the Loom, the elders can view the patterns of past and future events.

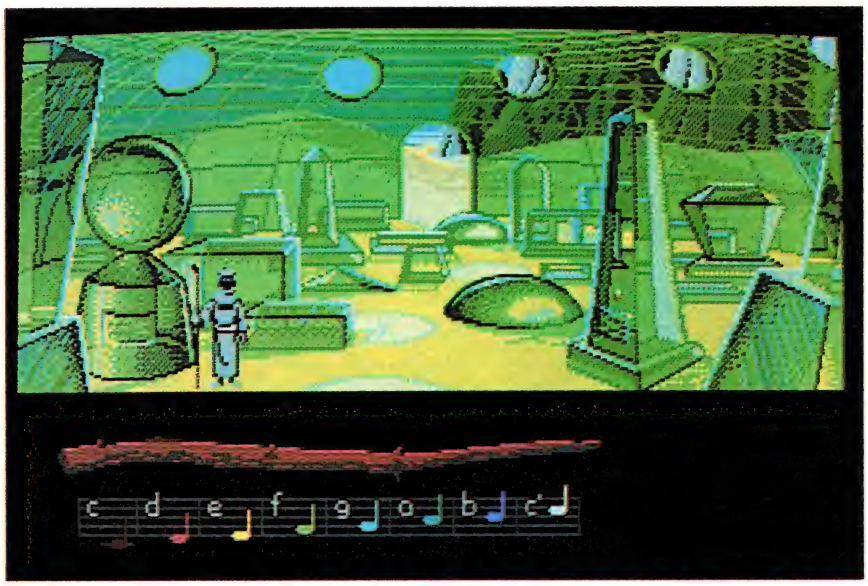
As you try to reach the mainland from Loom Island, you'll encounter this waterspout. To get by it, remember your magic.

Each of the great guilds has its own colors and musical background. Here, Bobbin has reached the crystal city of the glassmakers.



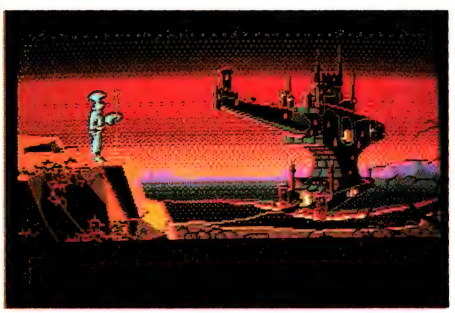
Parts of *Loom* contain special animated segments that show the characters taking specific actions.

HINT When the game starts, you get several chances to practice detecting and obtaining magic. This not only helps build your equipment for tougher times ahead, but also gives you a sense right away of how the game works. So look carefully for magic in the early stages of the game to get into the habit of knowing how and where to look later.

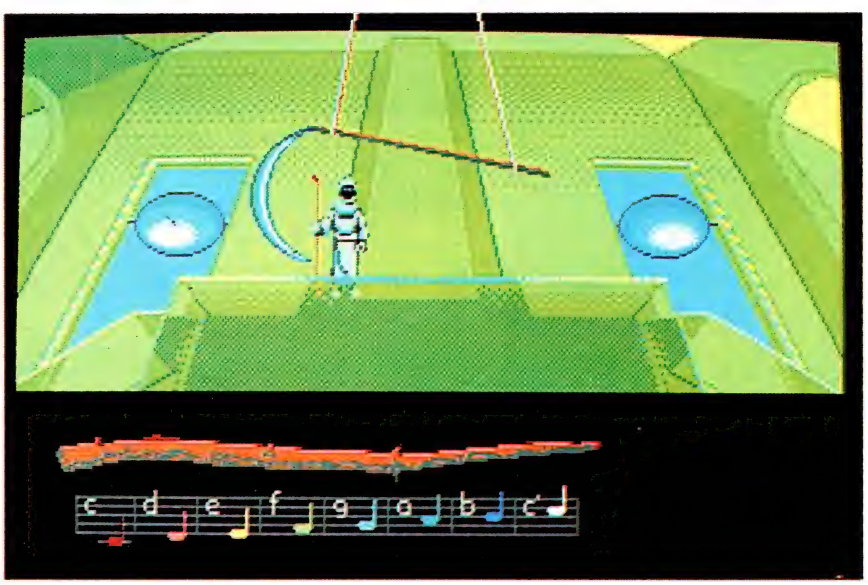


As you move through the graveyard of the glassmakers, look carefully for clues among the grave markers.

Bobbin has reached the Guild of Shepherds, whose domain encompasses these sweeping stretches of grasslands.

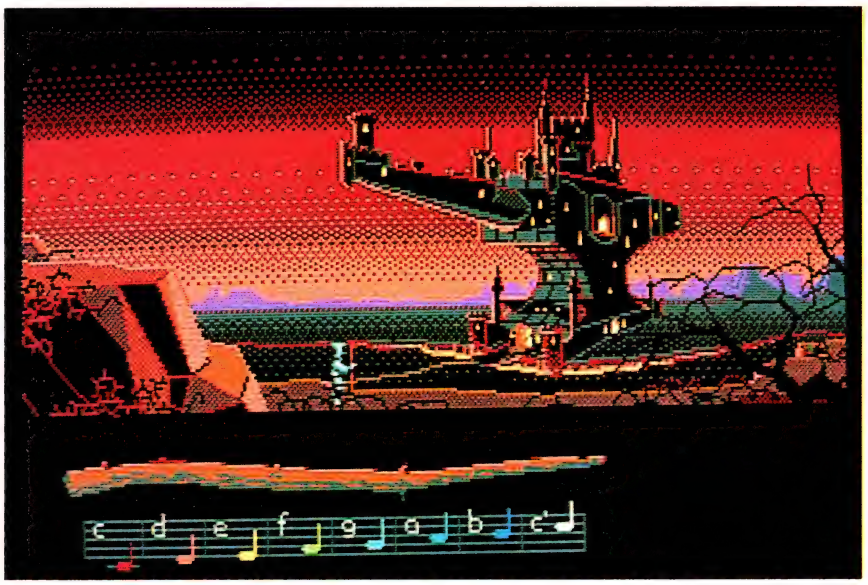


You have reached the forge, the fiery home of the Guild of Blacksmiths. Every guild Bobbin visits has important clues.

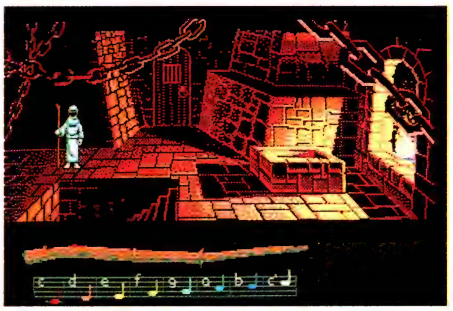


The huge crystal scythe of the glassmakers is an imposing and potentially deadly item.

HINT Remember to save your game fairly often. As you wander through the world of *Loom*, Bobbin will often be in jeopardy. In a world full of magic, there are many responses to strangers — sometimes you have to learn the hard way what's right and what's wrong.

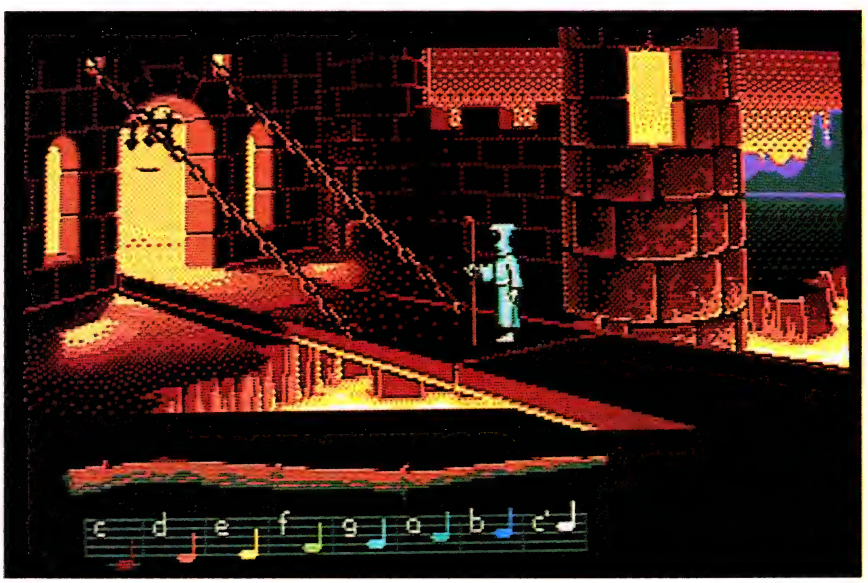


As Bobbin approaches the forge, keep in mind the magic he has acquired. He'll need it soon.



Inside the forge, you have to guide Bobbin through a maze of corridors and chambers.

Figuring out how to escape from this jail cell won't be easy. Perhaps you need a friend's help.

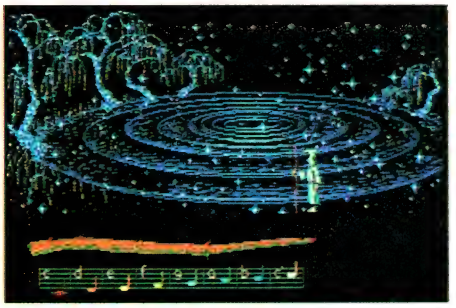


Bobbin has reached the gates of the forge. But what will it take to gain entry?

HINT Be extremely cautious when you reach the Guild of Clerics. They're up to something, all right. They may be tampering with things best left alone — certain things not even *they* know about.

Be especially careful in the cathedral of the Guild of Clerics. There are rumors that the clerics have secret plans to rule the world.

As Bobbin stands on the balcony of the cathedral, the clerics continue to hatch their schemes.



This is the shore of a fantastic lake in outer space. Can the answer to the puzzle of the missing swans be found here?

By now, with your help, Bobbin has learned much more about magic's power — and its limitations. He'll need that knowledge to succeed.

Hardware requirements: IBM, Tandy, and compatibles; 384K minimum memory; VGA, EGA, MCGA, CGA, or Tandy graphics; joystick and mouse optional.

PROPHECY

Fantasy games tend to be extremely complex. Players must keep track of all the characters in a party and their statistics, gather clues, map dungeons, and destroy monsters. The result is often a challenging, but draining game. Many gamers won't touch them at all.

Prophecy is a *manageable* fantasy role-playing game. You control only one character, and statistics are assigned automatically. Weapons and armor choice are fairly obvious, and you collect treasure just by walking up to chests and watching them open.

The magic system is one of the best ever in a role-playing game. You can memorize up to ten spells at once, each assigned to a function key. You regain the spell points you lose after casting a spell as you walk through the adventure. And to cast a spell, you just point the character toward the target and press the desired function key.

As in most fantasies, there is an evil being in *Prophecy*, but this one — Krellane — is a bit different. His story is, in fact, quite sad. His evil stems from his desire to protect or avenge his children. As the game progresses, your sympathy for him actually grows.

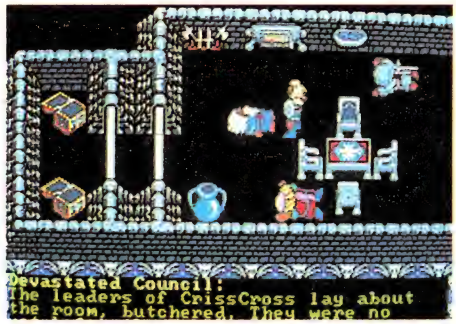
Activision

EGA screens shown

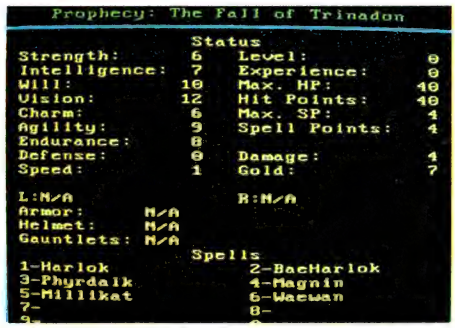
In your home, go to the workbench and pick up your gloves. They're worth something in defense, which you can check by pressing S and looking at your new stats. Then walk to the chest; it opens automatically.

HINT

Even before leaving your home, check the workbench and the chest for items you can use. Then head out, save the game, and get ready for your first challenge. Approach the two goblins on the bridge, sidle right up next to them, and start hitting the space bar to punch. When you've defeated them, check out the townsman lying by the side of the road. He has an absolutely vital item for you to take.



Inside the Crisscross Meeting Hall, the council lies dead on the floor. Once more, you must renew your fight against the Empire to bring life back to your hometown.

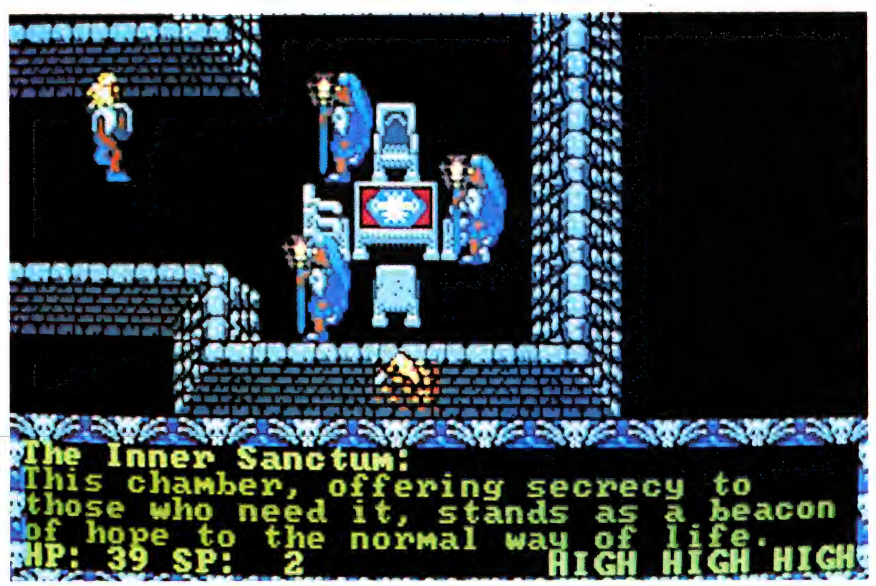


As your quest begins, you are at experience level 0. Your strength is only 6, you only have 40 hit points, and you can cast only 4 spell points worth of magic. Don't worry, though — things pick up quickly.

The blue figure on the bridge is your first serious challenge. Try casting a spell or two, then get your bearings and attack him again.

HINT Save this game often, especially when you've descended to another level of the adventure. And do not — repeat, *do not* — use your original disks to play this game. If you do, you won't be able to start over again. Those with high-density drives can install the game on only one disk. That way, you can have several games going at the same time.

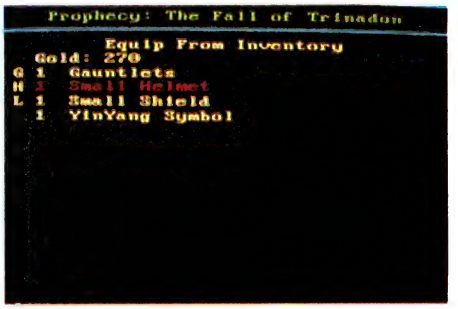
A guard with 20 hit points stands outside the church. You'll have to get past him to get inside and discover your real quest. Why not stand still for a moment and let your hit points come back?


The Inner Sanctum:
This chamber, offering secrecy to those who need it, stands as a beacon of hope to the normal way of life.
HP: 39 SP: 2
HIGH HIGH HIGH

Approach these priests carefully, for they will tell you what you must do. You'd better have the yin-yang symbol you found on one of the townsfolks' bodies. Each priest has a high (virtually unlimited) hit point total.

Seek, my child, the goblin crown of mind absorption. Return it to a church and more guidance shall be given. Go now to the right alcove, and pray for transport.
[DONE]
Meditation:
Two meditation alcoves offer peace and quiet to those willing to think about

With this message you receive at the prayer alcove, your true quest begins. Notice the instructions. You must find the crown and return it to a church.



When you find an item you think you can use, press E for equip. By pressing the appropriate key, you can assign items to either hand, or don your armor, gauntlets, or helmet.

HINT Talk to as many characters as you can, and write down what they tell you. Pay special attention to names. Later in the game, you'll have to remember a series of names to get through a line of gates. Even names you don't think you'll need, such as those found in letters, will be needed at some point.

A chest filled with treasure lies beyond your reach over the wall. You'd like to get to it, but you have to find your way through the mazes first.

An engine of war stands outside this ominous-looking doorway. Be sure you're ready to deal with the Helfs before you enter. You'd best find a weapon first.

Inside the Jedist prison, a fascinating, huge creature awaits you. But first you have to contend with the blue-robed guards and see what's in that treasure chest.

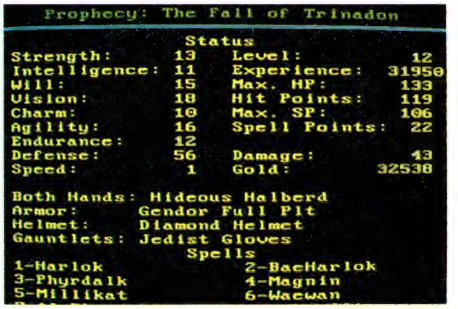
The sign scrawled on the wall begins to tell the intriguing story of the evil Krel-lane. There are children involved, and you have a lot of details to work out before your quest is finished.

HINT

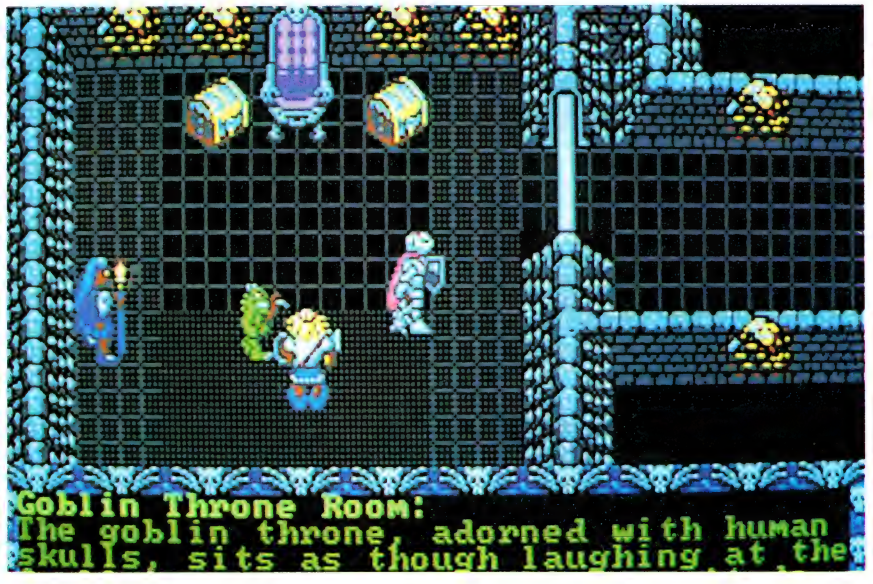
You need to gain experience to become proficient at combat and magic. An effective (if somewhat off-hand) way of doing this is to destroy a large creature, go back where you came from (until the disk drive is accessed), and then turn around and head back to where the creature was destroyed. Often it will be there again, much weakened but worth the same amount of experience points when defeated. Keep doing this, and you can rise above level 15 or 20 quickly and easily.

The Jedist seems misplaced, "I don't know who you are. Are you one of us, or is this a trick?
. . .
The Answer Lies In Someone's Mental
[MORE]
Gobar Prison:
A huge sign hangs over the entrance,
>> Jedist Prison Block <<

Pay strict attention to what this Jedist says and write it down. Later on, you'll need to decode his words, or you won't be able to proceed any further.



Later in the game — much later — you've reached level 12. You have 133 possible hit points, and 106 possible spell points. You can still memorize two spells. Customize these as you wish.



You'll find the treasure you need in this room. But all three characters are deadly, and the goblin is almost indestructible. Build up some spell points, and use maximum speed. If you can't beat 'em, run right past 'em.

Here you're faced with a demon who at least 540 hit points. Unless you can maneuver him into a position where he can't hit you, don't even bother trying to fight.

HINT It's important to master the game's superb magic system. Learn advanced speed and healing spells, as well as a couple that get rid of several enemy hit points at once. Don't be afraid to use your speed spells to run away from enemies. There's no disgrace in retreat, and sometimes it's the only way to enter certain rooms.

Each of these gates is locked and can be opened only by finding special keys. None of them is particularly easy to find, but you absolutely must find them or you can't go any further.

This door offers passage out of the wilderness. But the question is whether it leads anyplace better.

justice and truth, Richard set forth on that glorious day, hoping to kill his friend. In his heart he felt Krellane's death would signify his own demise. It was that feeling that allowed the evil tyrant to gain advantage on his apparently ex-friend, Richard.
[MORE]
Forgotten Room:
Situated far in the recesses of the Gendorian Wilderness is this small building.

In this room, far out in the Gendorian wilderness, you find this book with a touching story. Read it and take note, but don't expect it to help you immediately.

A demon with a devilish hit point total, 666, stands between you and a tantalizing table. Could this be the location of one of the elemental keys?

Hardware requirements: IBM, Tandy, and compatibles; 512K minimum memory; VGA, EGA, MCGA, CGA, or Tandy 16-color graphics; joystick optional.

SIM CITY

Few computer games have attracted more attention than *Sim* (for "simulated") *City*. In its Macintosh, Amiga, and Commodore-64 versions, the game has addicted thousands, has earned a rave review in *Newsweek*, and has been adopted for classroom use.

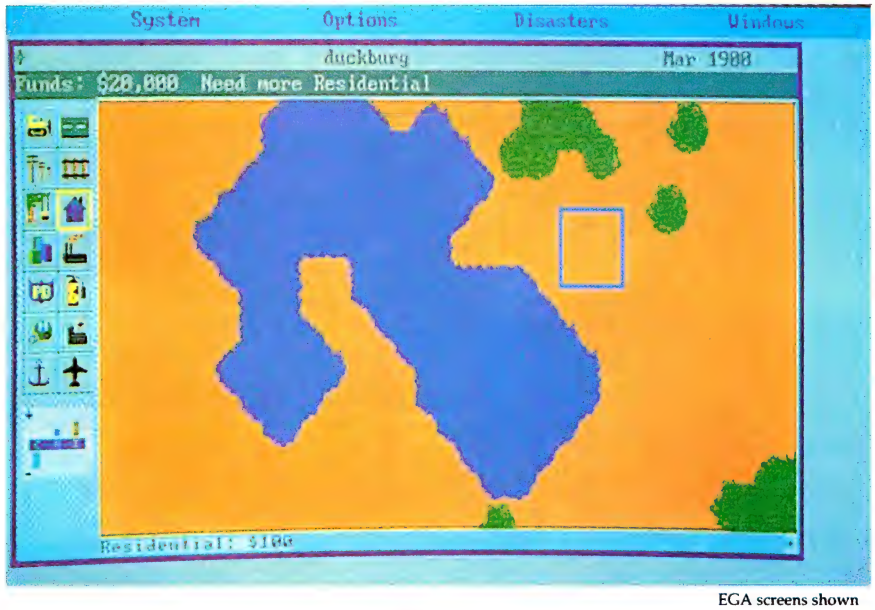
The PC version was slow to arrive, but worth the wait. *Sim City* combines the strategy of a war game, the player-megalomania of a role-playing game, and the civics of a shelf of textbooks.

As mayor of a self-created city, you start with a few houses. In a few decades of game time, you have a bustling city. In a century, it's a metropolis complete with crime, pollution, urban blight, and unemployment.

You'll have to tax, plan, engineer, renovate, and zone the land to keep your city a viable economic entity. But don't neglect the quality of life of your Sims ("simulated inhabitants"). You must achieve a healthy balance between residential, commercial, and industrial development.

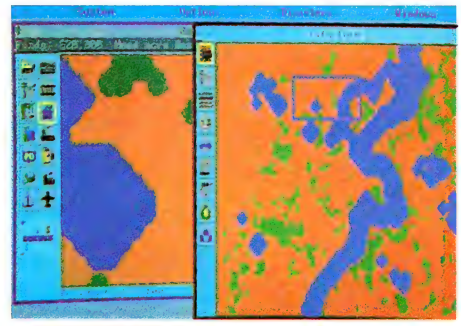
If you've ever thought you could run your city better than City Hall, you can finally put your mouse where your mouth is. You'll see that – just as in real life – the stategies that form Utopias on paper never work out that way.

Maxis Software

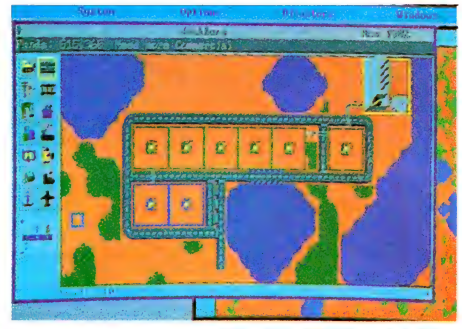


EGA screens shown

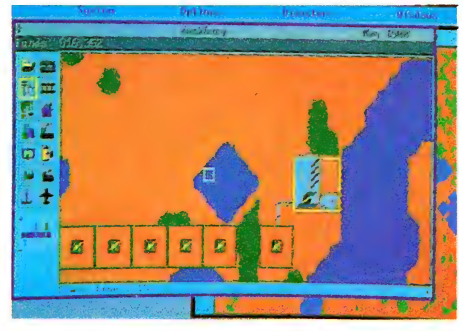
You begin with virgin wilderness. The area inside the cursor represents the amount of development you can accomplish with one click of the mouse — about one square block's worth. Normally you'll start with residential zoning.



In the Maps Window, you can see 100 square miles of terrain. This is where you sketch out the broad design of your dream city.



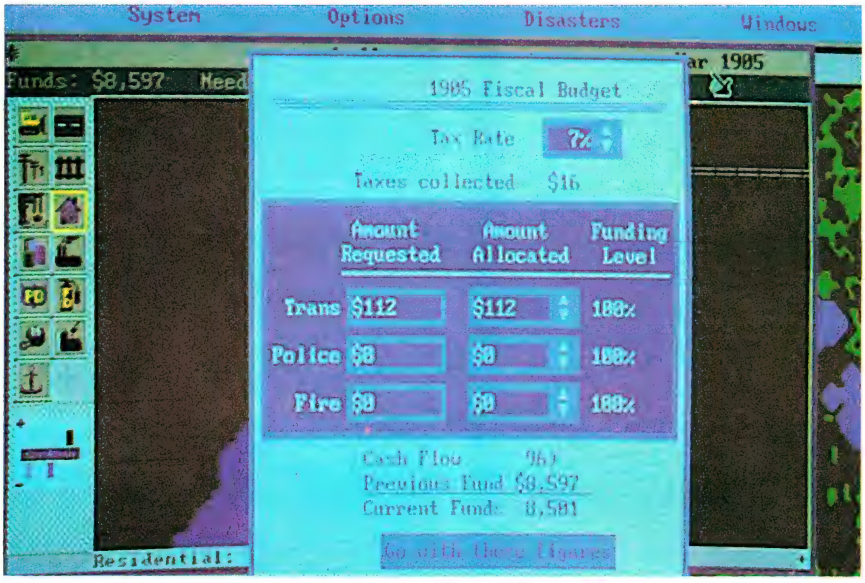
Once you have settlers, you'll need roads. Place them in a logical grid and remember — it's cheaper to plan intelligently from the start than to lay roads through developed areas later on.



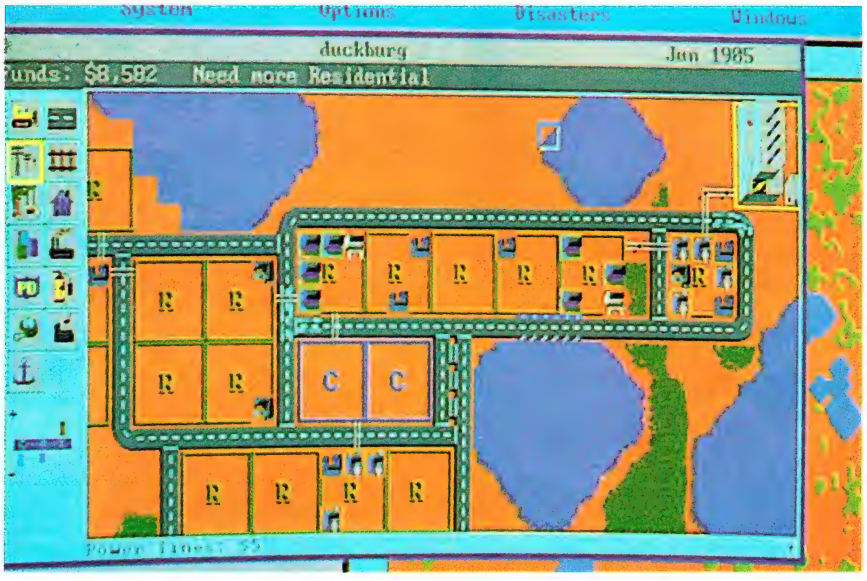
A power plant should be your first utility. Coal or nuclear? *You're* the mayor — you decide. Coal is less efficient (and it pollutes), but a nuclear accident is a real possibility in Sim City.

HINT You'll constantly receive little messages from your Sims ("Need more industry!" or "Need a fire station!", for example). Generally speaking, pay heed to this *vox populi*, but sometimes you'll have to ignore the clamor for a while. If you're constructing a new mass transit system and the Sims start griping for more police stations, you can ignore them. Better mass transit can foster more growth, more tax revenues, more money to buy police stations — *and* a few parks.

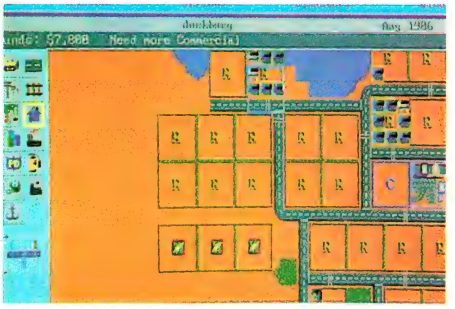
HINT Once you've created your Utopia (low pollution, low crime, good transportation, and a high rating for yourself in the polls) don't become complacent. After a realistic period of game-time, many urban areas begin to decay. The longer you put off urban renewal, the faster the rot sets in. A good mayor plans ahead.



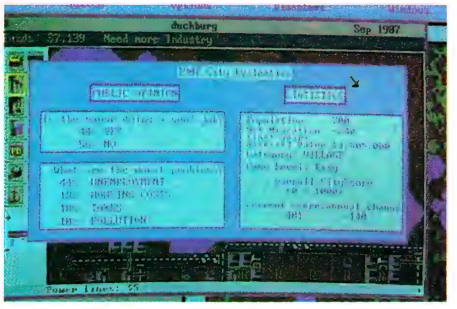
You'll have to establish a fiscal-year budget every 12 months. If your transportation department doesn't get 100 percent of its requested funds, your road system will start to disintegrate before your eyes.



Don't be surprised when houses suddenly appear on vacant lots and cars begin clogging the roads. *You* do the zoning, but the Sims themselves do the building, commuting, and living.

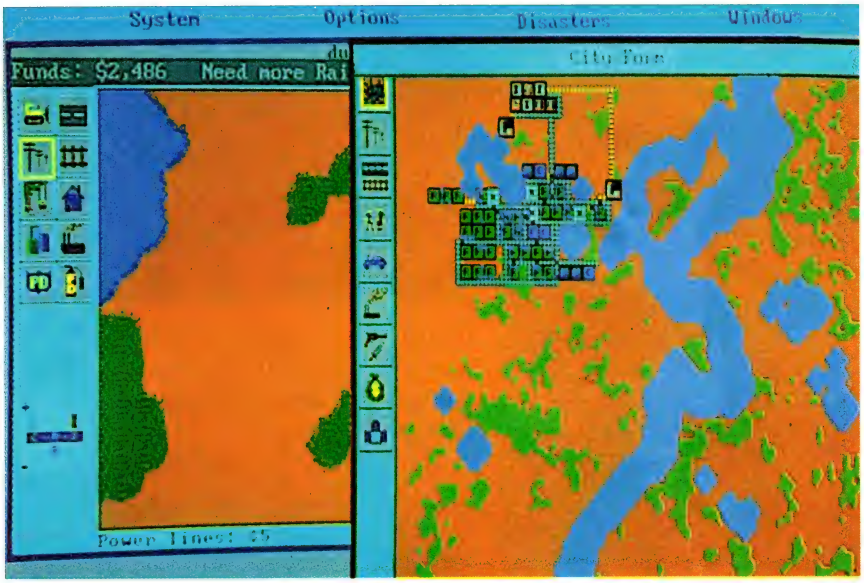


Don't neglect hooking up each new zone to the power grid. A flashing lightning bolt will remind you, and no development will take place in a zone until it's connected.

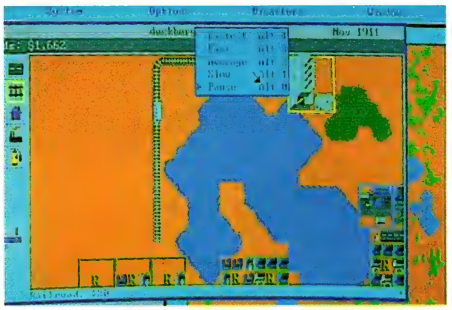


Check your polls frequently. Unemployment too high? Put in more industry to give your little Sims some jobs.

HINT Life in *Sim City* is periodically threatened by disasters: plane crashes, floods, tornadoes — even monsters. If you choose the "monster" option, an animated Godzilla rises from the nearest body of water and stomps your industrial zones into mush. Few players will be able to resist triggering these various calamities just to see what happens. The challenge, however, lies in how you and your Sims *respond* to the disaster. A good mayor will rebuild things better than they were before.

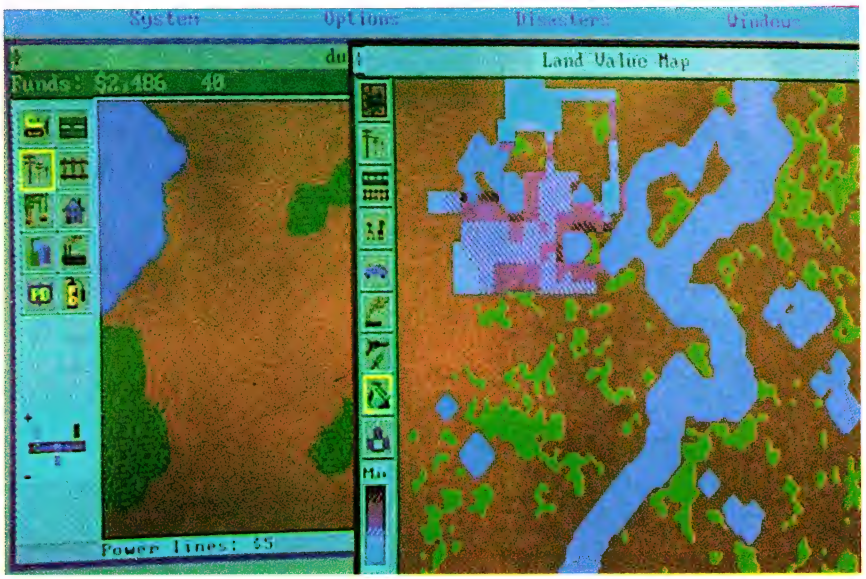


The City Form window shows you the big picture — how your city is sprawling all over the map and what areas of undeveloped land still remain.



Mass transit systems (symbolized by rails) are vital to growth, but very costly to maintain. Don't overbuild unless you can pay for the upkeep.

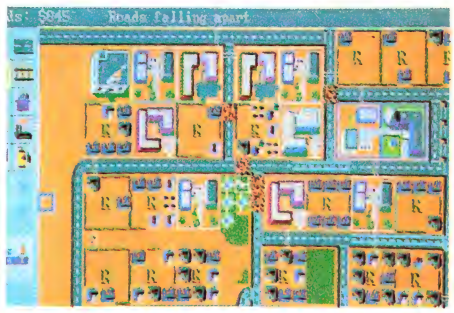
When crime statistics get high, put in a police station. And remember that you'll have to budget for the boys in blue from now on.



This map shows you at a glance the pattern of property values. This is useful information when you're planning budgets and future development.

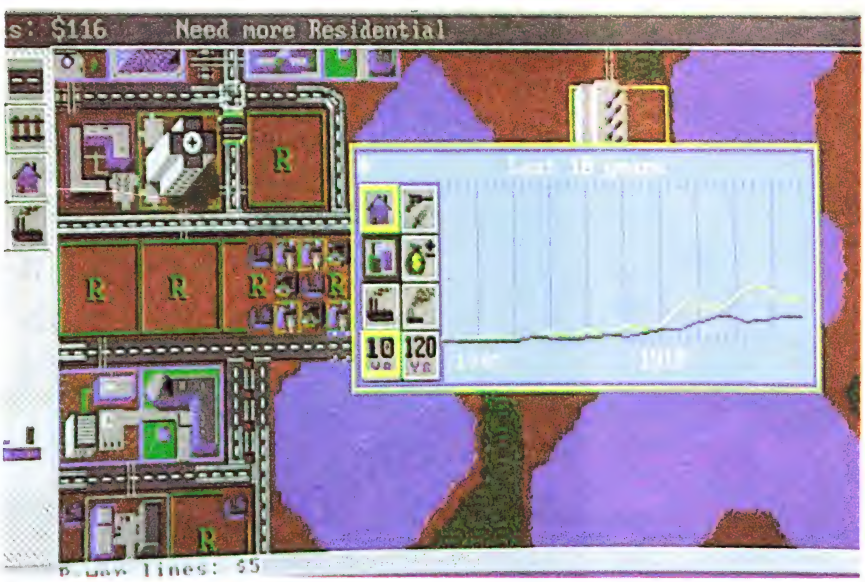
HINT Once you've created a few fantasy cities, try one of the disaster scenarios, which use models of real cities and real (or potentially real) events. Three of the more apocalyptic ones are the drowning of Rio de Janeiro (thanks to the greenhouse effect and melting polar ice caps) in 2047; the fire bombing of Hamburg, Germany, in 1944; and the San Francisco earthquake of 1906. To suffer through such calamities, and then to make your city rise, phoenix-like, from its own ashes, is an exalting experience.

As your city's infrastructure becomes more complex, you'll inevitably have to raise taxes. At ten percent and above the Sims will howl, but hey, do they want a fire department or not?



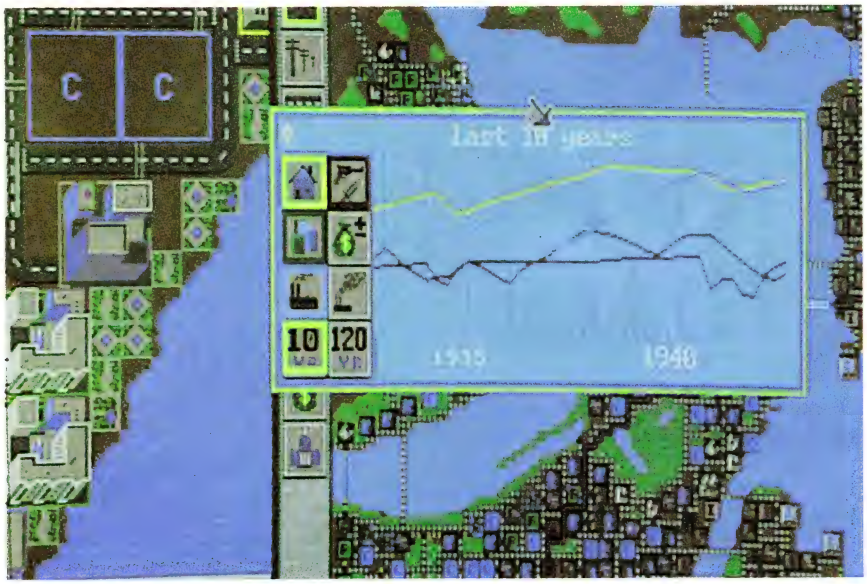
If you don't allocate enough funds to the transportation department, you'll soon see enormous potholes appearing in your highways.

Disaster! The great quake of 1916 strikes. Now you'll find out if you're a great mayor, or just another fat-cat politician.

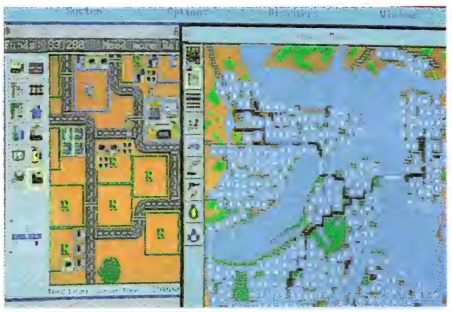


The various graph windows chart the rise and fall of crime, population, land values, and so on over the span of a decade or a century. In this game, you really do acquire a track record.

HINT It's possible to grow beyond your means. The crime rate soars, roads collapse, power lines break, and the population starts leaving in droves. You can get a quick, massive infusion of cash on the sly by embezzling. In the Edit Window, move the cursor to the icon strip and type *fund.*. Nothing changes in the city, but your treasury is suddenly ten grand fatter. Make good use of the cash quickly — embezzling is a desperation tactic. It carries the same risk as an unpaid loan from a Mafia don.

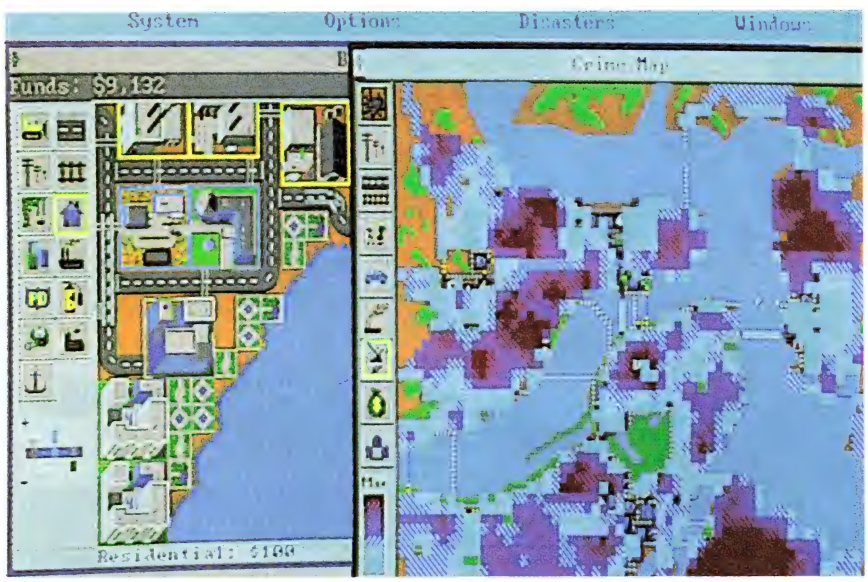


If you prefer to tackle big-city problems from the very start, you can always load one of the programmed cities. Here you see Boston in the 1940s — a far cry from little ol' Duckburg.



Use this map to handle power outages or to plan the location of new generator facilities.

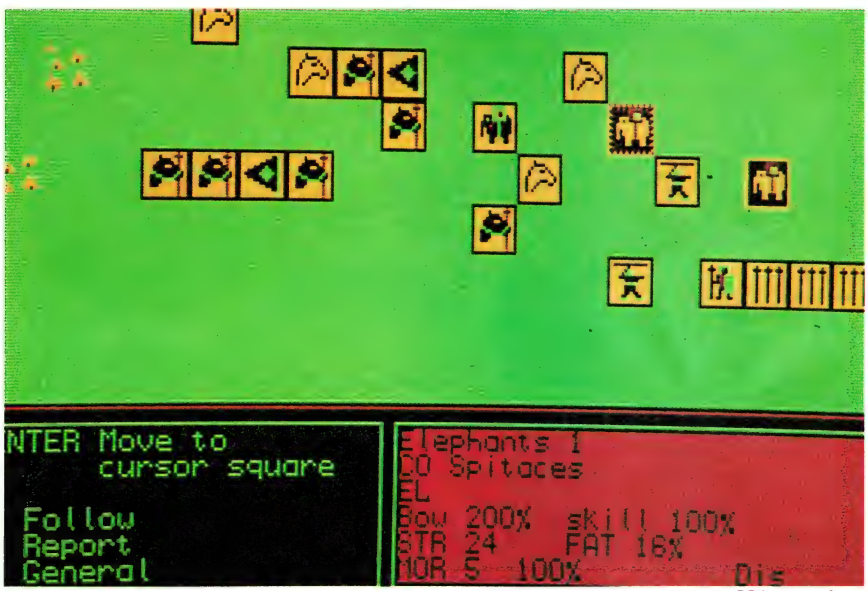
Need instant urban renewal? A click of the mouse brings Godzilla out of the harbor to clear a swath through the middle of downtown.



Use the crime map to help you locate new police stations or plan urban renewal projects.

Hardware requirements: IBM PC, Tandy, and compatibles; 512K minimum memory (640K for VGA or EGA graphics); VGA, EGA, CGA, Tandy, or Hercules graphics; joystick or mouse optional; printer optional.

ANCIENT BATTLES

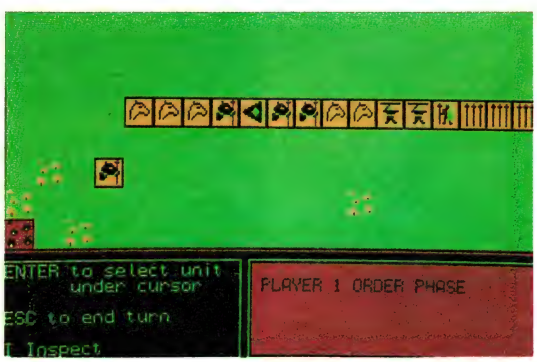


CGA screens shown

You can access reports on each unit's morale, skill, armament, discipline, and level of fatigue.

Only those enemy units which would actually be visible are shown during the initial display. So there might be nasty surprises waiting around the corner.

Because of its limited scope, the battle of the River Hydaspes (326 B.C.) is a good scenario to try first.



Cases Computer Simulations Ltd., a British company, is creating a series of games collectively called *The Encyclopedia of War*. The first game to reach these shores, *Ancient Battles*, is a solid, trustworthy historical simulation.

You can refight actual battles (Hydaspes, Zama, Chalon, and so on) or design customized engagements using forces drawn from the armies of 24 different nations. You can assume the mantle of Alexander the Great or Attila the Hun, depending on your mood, and realistically maneuver exotic formations of scythe-charioteers, barbarian infantry, and war elephants.

Playing *Ancient Battles*, which consists of forming scenarios from a variety of menus, is easy and satisfyingly logical. Excellent historic notes accompany the game, but even if you don't want to study them, you'll soon reach the same general tactical conclusions as your ancient counterparts. For example, war elephants are fickle and almost as dangerous to your own side as the enemy; barbarians can't be relied upon to maintain discipline; and so forth.

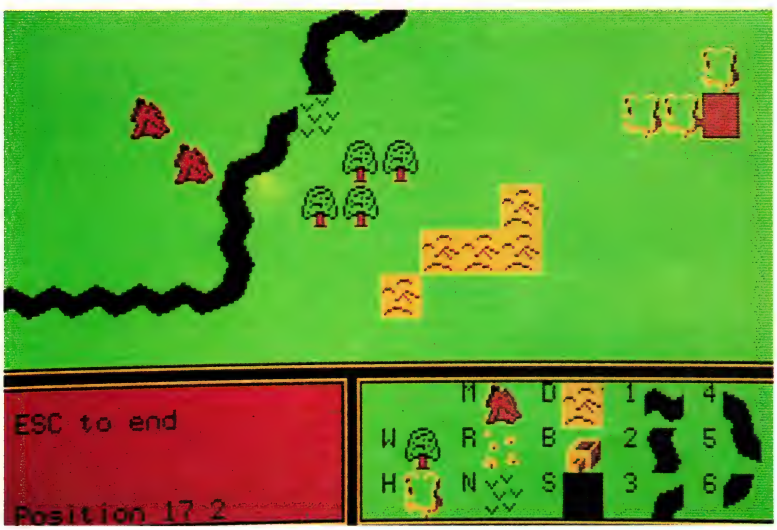
One very nice touch allows you to "share command" with the computer. In this mode, you can control only those units actually led by the commander-in-chief, while the computer issues orders to units that, in an actual battle, would be led by your subordinate commanders.

Cases Computer Simulations

Hardware requirements: IBM PC and compatibles; 256K minimum memory; CGA graphics.

To maintain coherent formations during the early stages of a battle, you'll normally use the "follow" command with most units.

Never lead with your war elephants. If they are routed, they'll charge back through your own formations and wreak havo.

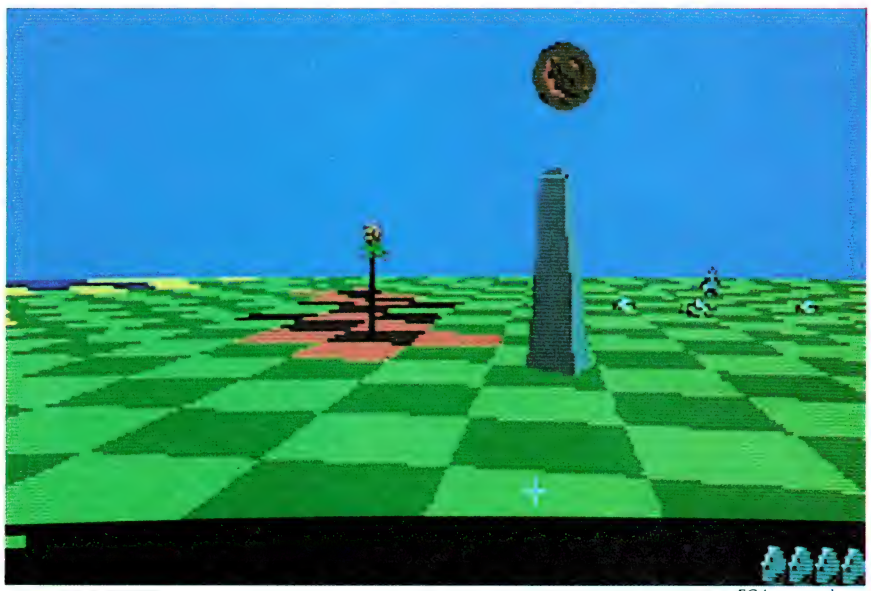


The map editing program lets you design and store your own customized battlefields, with any type of terrain you want.

HINT

You can't intervene in these simulations to any greater degree than a real general could in ancient times (although the commander-in-chief's physical presence can dramatically influence events!), so formulate a plan based on your troops' capabilities and what can be discerned about the terrain and the enemy's formation. As a rule, fancy deployments are an invitation to disaster. Use the basic, proven formations of line, column, and cavalry wedge. And whenever possible go for a double envelopment.

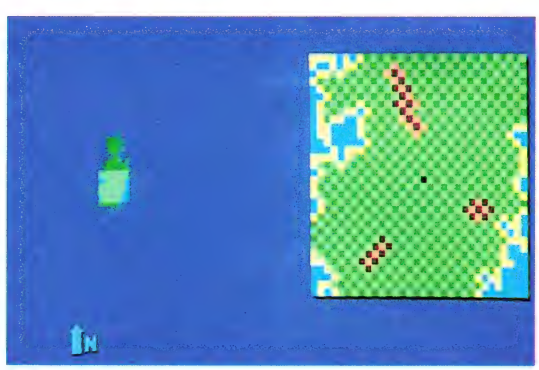
ARCHIPELAGOS



EGA screens shown

Navigation is crucial to success. Remember that the reddish-brown satellite planet is always in the north sky.

The map screens show your location and that of poisoned land, but *not* where the obelisk and its stones are located.



Don't linger near these sinister plants — their infection spreads rapidly and is fatal to the touch.

Imagine a race of people so wise that they could conjure landscapes at will — a race of ancients for whom the creation of islands was both an art form and an obsession.

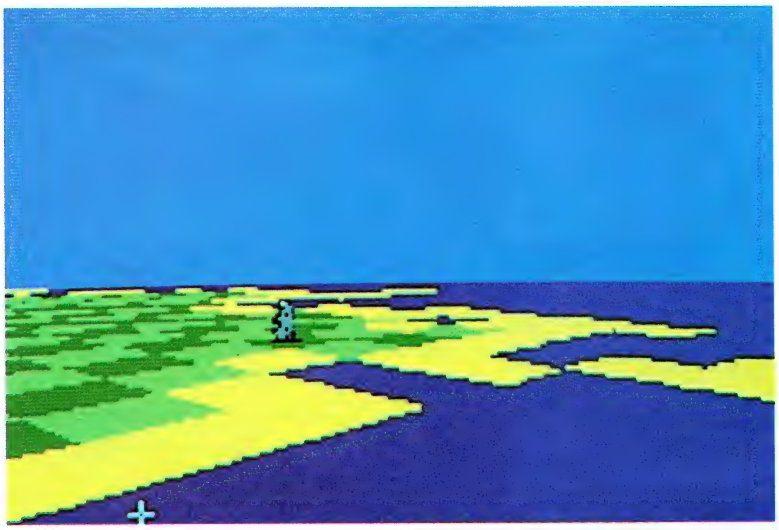
Now imagine that race conquered by evil invaders, and their myriad islands infected with evil and haunted by the spirits of the ancients themselves. Now imagine that you are chosen to reclaim this vast archipelago from that evil. That's the premise of *Archipelagos*, a weird, addictive, and eerily beautiful game from Logotron, an English software company noted for innovative concepts.

Each island is dominated by a central obelisk which draws power from a number of satellite stones scattered about. You must destroy the satellite stones in order to weaken the obelisk long enough to destroy it. (If you don't get it in 90 seconds, the obelisk gets you!) But there has to be a land connection — however devious and roundabout — between the obelisk and the stones.

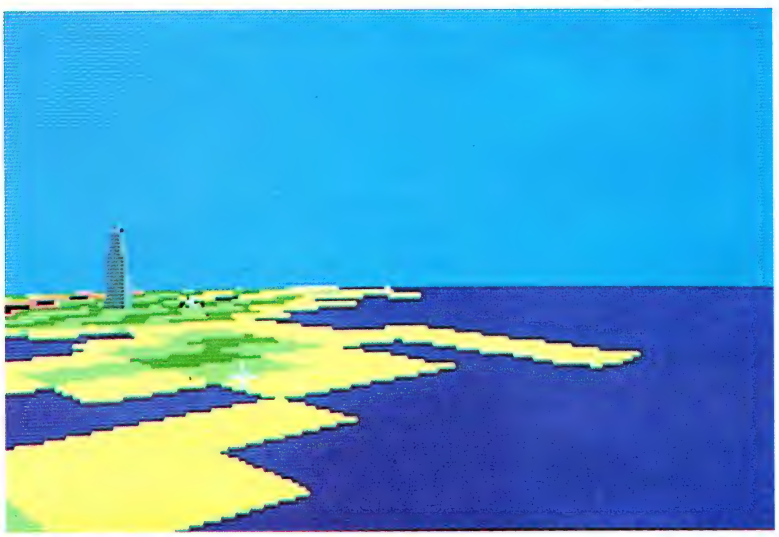
Each dynamic island of clear, green land is gradually infected by ambulatory poisonous trees and other evil forces. Each island is different — some are realistic, some symbolic, some just whimsical. Each is also a challenging, self-contained puzzle, as you race to reclaim them from evil with a combination of speed, strategy, and timing. Some islands can be solved in minutes, but some take hours. And with *9,999* landscapes programmed into *Archipelagos*, you certainly get plenty of game for the money.

Logotron

Hardware requirements: IBM PC, Tandy, and compatibles; 512K minimum memory; EGA or CGA graphics; mouse recommended.



You'll often have to create lots of squares of land to reach the stones. Make sure they're connected to the obelisk.



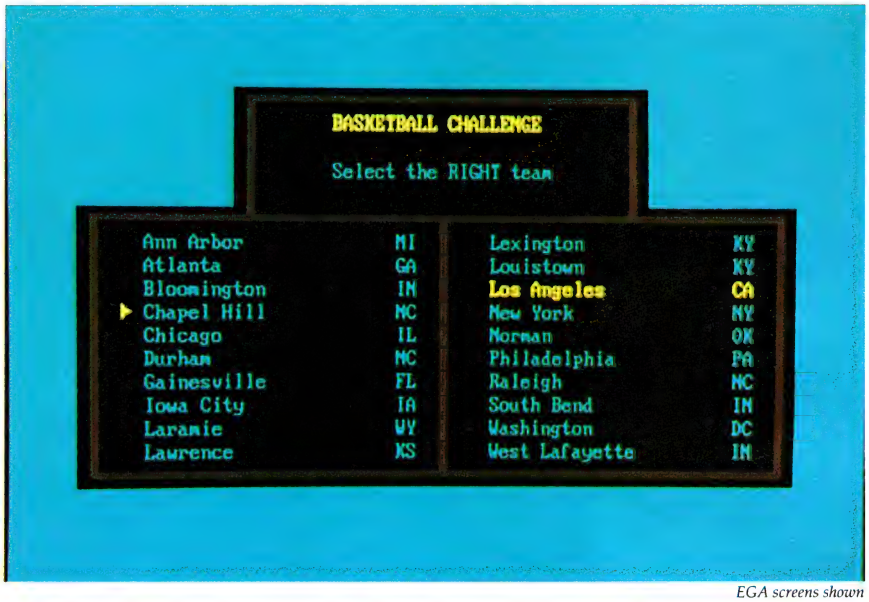
Some archipelagos require you to build long or convoluted causeways. Don't even try building until you've collected dozens of energy spores.

The deadly Necromancers first bubble up from the sand in Archipelago 13. They are easily avoided, but quite obnoxious, since they change good land back into bad when your back is turned.

HINT

Objects appearing on the islands' horizons may flicker for a few seconds before you get close enough for them to become solid and detailed. Therefore, as you drift over the landscape, keep scanning the horizon for a gray flicker. If you spot one, alter course and head for it. It will be an energy-spore plant, one of the satellite stones, or the obelisk itself.

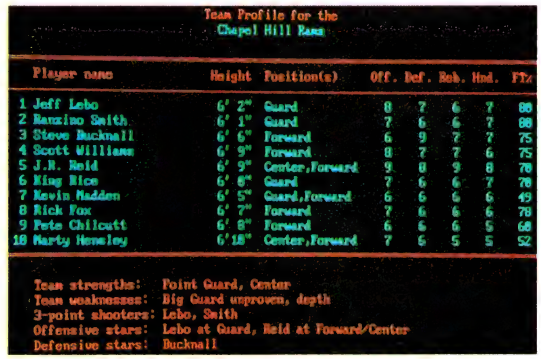
BASKETBALL CHALLENGE



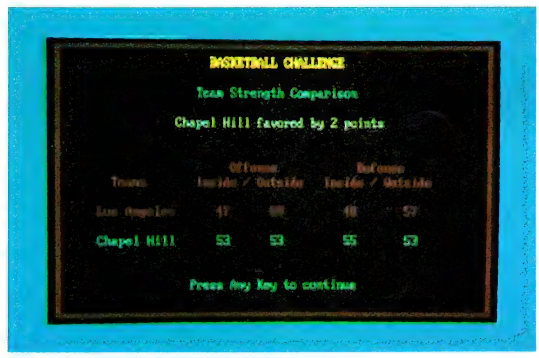
EGA screens shown

The featured teams are thinly disguised representations of some of the more successful basketball programs in the U.S. The Chicago Demons, for example, are in fact the DePaul Blue Demons.

Before the tipoff, take a look at each team's profiles. This will help you determine what some of the matchups should be.


Team Profile for the
Chapel Hill Rams
Player name Height Position(s) Off. Def. Reb. Hnd. FTs
1 Jeff Lebo 6' 2" Guard 8 7 6 7 80
2 Ranzino Smith 6' 1" Guard 7 6 6 7 80
3 Steve Bucknall 6' 6" Forward 6 9 7 7 75
4 Scott Williams 6' 9" Forward 8 7 7 6 75
5 J.R. Reid 6' 9" Center,Forward 9 8 9 8 70
6 King Rice 6' 8" Guard 7 6 6 7 70
7 Kevin Madden 6' 5" Guard,Forward 6 6 6 6 49
8 Rick Fox 6' 7" Forward 7 6 6 6 70
9 Pete Chilcutt 6' 8" Forward 6 6 6 5 60
10 Marty Hensley 6'10" Center,Forward 7 6 5 5 52
Team strengths: Point Guard, Center
Team weaknesses: Big Guard unproven, depth
3-point shooters: Lebo, Smith
Offensive stars: Lebo at Guard, Reid at Forward/Center
Defensive stars: Bucknall

By analyzing each team's strengths and weaknesses, the computer can to predict the outcome of the game.


BASKETBALL CHALLENGE
Team Strength Comparison
Chapel Hill favored by 2 points
Chapel Hill 53 53 55 53
Press Any Key to continue

Bobby Knight kicks innocent chairs. Jerry Tarkanian chews on towels. What effect would coaching at the collegiate level have on you? One way to find out is to play *Basketball Challenge*, the game that puts you at the helm of one of the nation's major college basketball teams.

After the tipoff, you get to make the same decisions a head coach makes — from setting the lineups to calling defenses. To help you, *Basketball Challenge* provides a wealth of statistical data on teams and individual players. Playing it will give you an appreciation for some of the demands on real-world college coaches. For example, you'll see how quickly adjustments have to be made based on what's unfolding out on the court.

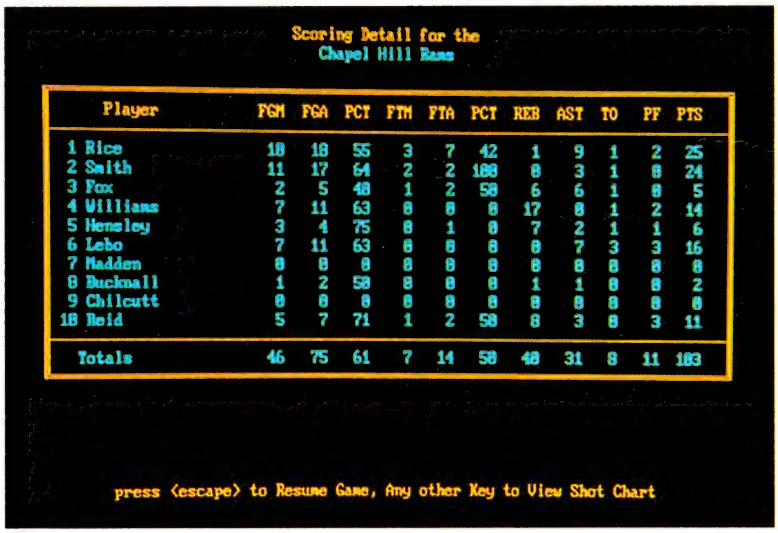
Some of the biggest thrills in coaching must come when mismatches are identified and used to advantage. To illustrate: Let's say the South Bend Celts are hosting the Bloomington Hoopers. David Rivers is being guarded at the point by Indiana's Jay Edwards, who is much slower. You're the man pacing the sidelines. Put together an offensive scheme to exploit the speed differential. A smile unfurls as Rivers uses a pick to cut to the basket for an easy hoop.

Basketball Challenge is pure strategy. It does not boast flashy graphics or individual player control. To enjoy it, you must revel in the chess-match aspect of college coaching — the game within the game. Don't be surprised to find yourself kicking various home furnishings.

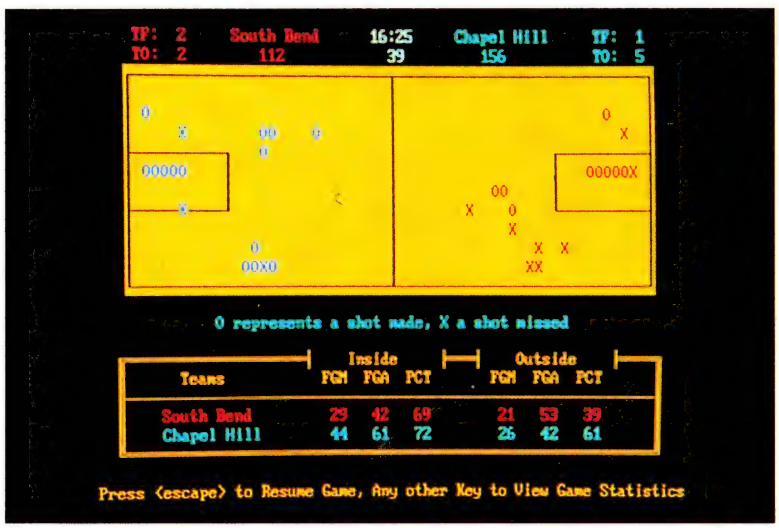
XOR

Hardware requirements: IBM PC, Tandy, and compatibles; 256K minimum memory; EGA, MCGA, or CGA graphics.

Throughout the contest, the offensive and defensive sets can be changed. It's often best to simply sit back and let your team run its offense.


Scoring Detail for the
Chapel Hill Rams
Player FGM FGA PCT FTM FTA PCT REB AST TO PF PTS
1 Rice 10 10 55 3 7 42 1 9 1 2 25
2 Smith 11 17 64 2 2 100 0 3 1 0 24
3 Fox 2 5 40 1 2 50 6 6 1 0 5
4 Williams 7 11 63 0 0 0 17 0 1 2 14
5 Hensley 3 4 75 0 1 0 7 2 1 1 6
6 Lebo 7 11 63 0 0 0 0 7 3 3 16
7 Madden 0 0 0 0 0 0 0 0 0 0 0
8 Bucknall 1 2 50 0 0 0 1 1 0 0 2
9 Chilcutt 0 0 0 0 0 0 0 0 0 0 0
10 Reid 5 7 71 1 2 50 0 3 0 3 11
Totals 46 75 61 7 14 50 40 31 8 11 100
press <escape> to Resume Game, Any other Key to View Shot Chart

At the half and after each game, a box score is posted. You can tell at a glance who the heroes were. The star of this game was second-year guard King Rice. He led the Chapel Hill Rams (North Carolina Tar Heels) with 25 points and nine assists.

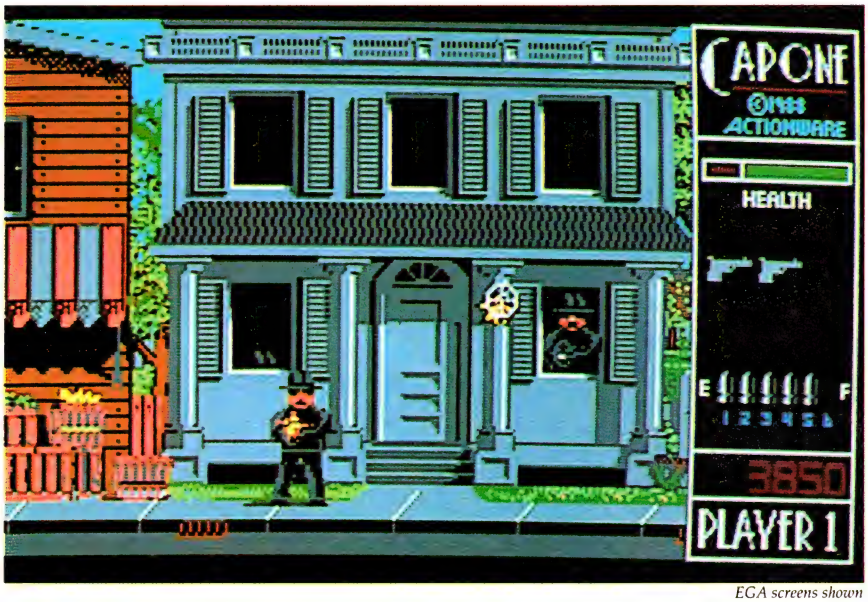

TF: 2 South Bend 16:25 Chapel Hill TF: 1
TO: 2 112 39 156 TO: 5
00000
00000X
00XO
XX
O represents a shot made, X a shot missed
Inside Outside
Teams FGM FGA PCT FGM FGA PCT
South Bend 29 42 69 21 53 39
Chapel Hill 44 61 72 26 42 61
Press <escape> to Resume Game, Any other Key to View Game Statistics

At any point in the game, you can call up a stat screen displaying the locations from which shots were taken. The X's represent missed shots, while the O's stand for buckets made.

HINT

Any coach knows the importance of effective player management. Make sure your players don't get caught in a mismatch. If you spot one of your weaker men guarding a superior ballplayer, change the defensive alignment. It's also crucial to substitute according to the tempo of the game. If it's up-tempo, you need to keep fresh players in at all times. Finally, effective player management means carefully monitoring individual performances. A key player having an off night might need some time on the bench to regroup.

CAPONE



EGA screens shown

Try to shoot the gangsters as soon as they appear — you'll get more points that way.

Don't shoot kids, dogs, bank tellers, or stray cats. Each time you mow down an innocent bystander, you lose 500 to 3,000 points.

Most especially (and for obvious reasons), don't shoot the TNT crates inside the warehouse.

After slogging through dozens of instruction manuals as long and involved as the average paperback novel (if only they were as well written!), and simulations so complex that they cross the border between recreation and labor, it's nice to play a game as clean, simple, and pleasing as *Capone*.

Capone is a colorful, nicely animated shooting gallery. You're an undercover cop dueling a horde of gangsters who pop up in highly detailed "Roaring Twenties" environments. Your mission is straightforward: Shoot them before they shoot you.

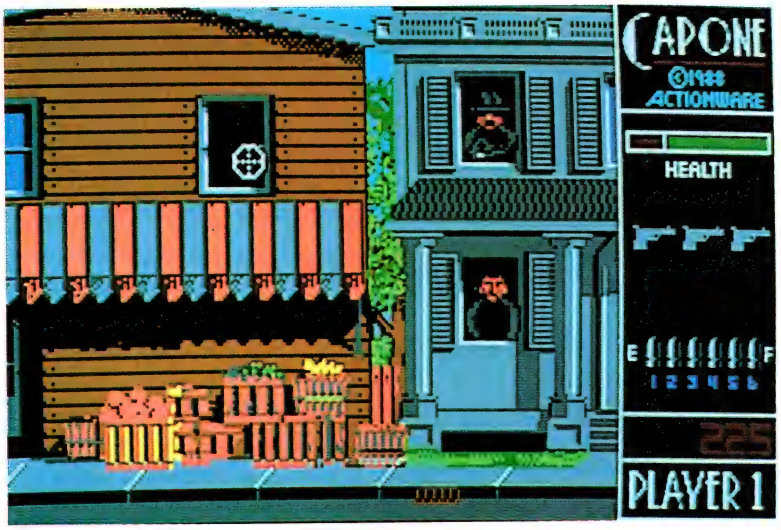
Sometimes you win a tommy gun so you can shoot *lots* of gangsters. Sometimes innocent bystanders get in the way. And sometimes Capone's men prove just too much for you.

The game scrolls from right to left (very smoothly), and you can shoot with either a mouse or a joystick. The action is challenging enough to keep the game fresh. And, thankfully, the loading instructions take up only a page, and the game instructions half a page.

There is *some* strategy involved in figuring out which bad guys to shoot first on a given screen, but otherwise what you see is what you get. If you were the kind of kid who always made a beeline to the shooting gallery at the county fair, you'll probably enjoy *Capone*.

Actionware

Hardware requirements: IBM PC and all compatibles; 512K minimum memory; EGA or CGA graphics; mouse or joystick required (mouse recommended); Actionware Light Phaser gun optional.



The worst mistake you can make in *Capone* is to hit a bystander in a window. You'll lose one life if you do. Remember: The bad guys wear hats.

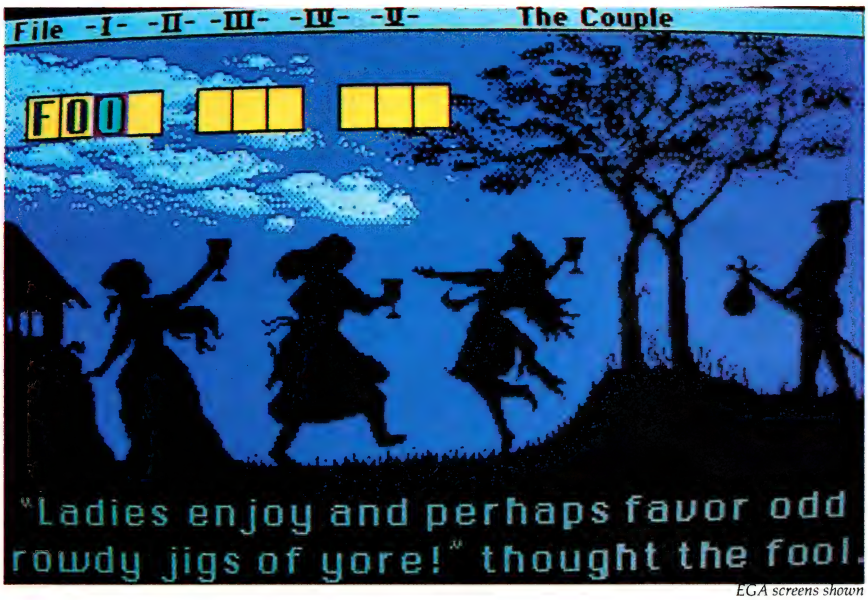
When you obtain a tommy gun, use it to knock off the most crowded group of gangsters. Don't waste firepower on individuals.

The sound of breaking glass is a warning. It means a new gangster is about to begin firing at you. Look for cracked windows to see where the thug might be waiting.

HINT

Don't waste tommy gun bursts on lone hoodlums. You'll get them, of course, but it's better to take them out with a quick two-shot burst and still have lots of ammo. You're going to need every shell to take care of the multitude of targets guaranteed to appear soon after you get the tommy gun bonus. Nothing breaks your rhythm more than having to switch suddenly from full-auto to single-shot gunfire.

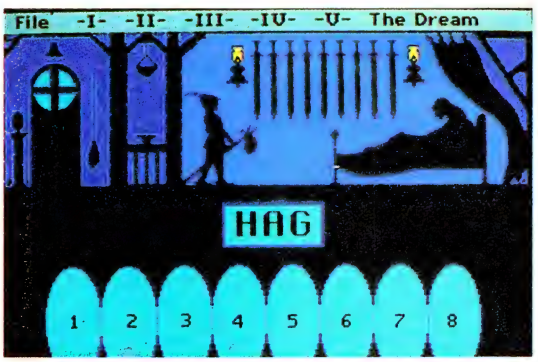
THE FOOL'S ERRAND



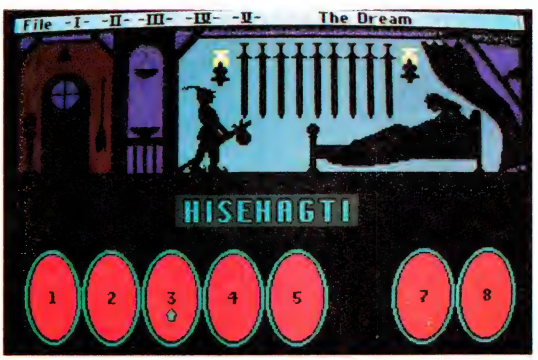
EGA screens shown

The Couple cryptogram is solved by looking at the *letters* of the words on the screen, as well as what the words actually say. *Rowdy jigs* suggest a dance of some kind. Pay no attention to our partial answer.

In The Dream, there are eight ovals at the bottom of the screen. Pushing the ovals in the correct order will give you the answer to the puzzle.



The ovals do more than just give you letters. Pushing one certain oval will reverse all your letters, for example. And another oval disappears when you push it, taking along some incorrect letters.



If you're one of those people who finish puzzles when other people are just getting started, then *The Fool's Errand* is for you.

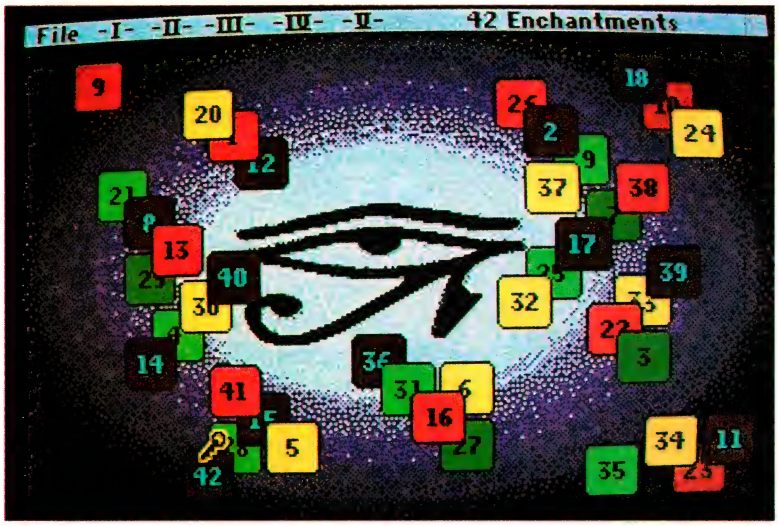
This game is actually a collection of baffling mind-twisters. The puzzles are solved individually, but together they tell the story of a court jester's search for wisdom. Each completed puzzle gives you part of a map of the sun. The completed map is a puzzle, too, and there are more teasers hidden within the map.

There are word puzzles, picture puzzles, logic puzzles, maze puzzles, cryptogram puzzles — more than 80 sticklers in all, encompassing 30 different types. You'll be baffled and you'll be frustrated, but you'll have the time of your life.

So if you enjoy enigmas, riddles, paradoxes, and conundrums; if you work crossword puzzles in ink; if you sign your letters with rebuses; if you always guess whodunit in mystery novels; and if you find the *London Times* crossword too easy, *The Fool's Errand* will supply the challenge you need. Meet the challenge, and you'll be rewarded with a four-minute animated finale to the game.

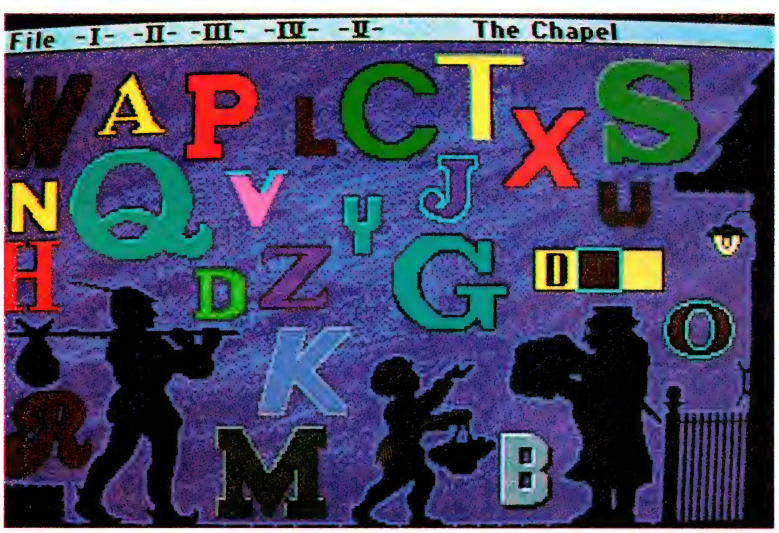
Miles Computing

Hardware requirements: IBM, Tandy, and compatibles; 512K minimum memory; EGA, CGA, or Hercules graphics.



Move fast to beat The 99 Enchantments. As the 99 numbered boxes flash around the screen, you have to click on the correct one before it disappears. The boxes are counted off as you click on them, so here you're down to The 42 Enchantments.

The Sentry is a fairly straightforward puzzle. Subtract the word *meal* from the word *medal*, and you're left with the letter D, which is one letter of your final answer.



The hint for The Chapel puzzle is "Find that which is not." You have a lot of letters to choose from, but only three letters are *not* shown. Arrange those three letters into the final answer.

HINT

Obviously, some of the 80 puzzles in *The Fool's Errand* are more difficult than others. The *most* difficult thing, however, is simply figuring out the kind of puzzle you're supposed to solve. The instructions offer some hints, but you'll still feel like tearing out your hair at times. Our best advice is to remember what you've learned. There are a lot of puzzle types, but the types are used more than once. You'll find the going is easier after your first few puzzles are behind you.

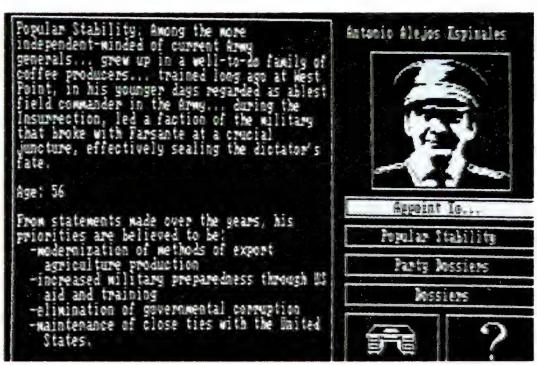
HIDDEN AGENDA

A crowd of reporters presses toward you. "Presidente Arsante," one calls, "there has been much talk recently of the need for 'justice.' Which of these would be most important in achieving a more just society?"
Protect citizens from violent repression
Eliminate government corruption
Ensure free distribution of information
?

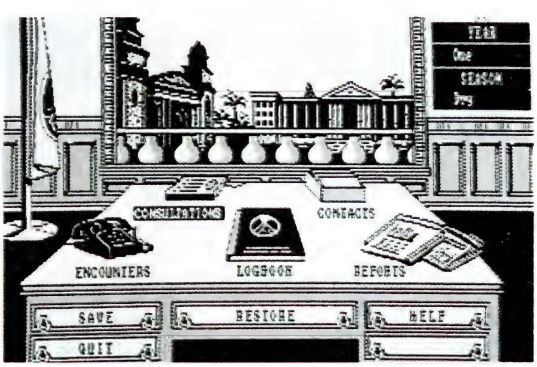
EGA screens shown

Select your administration's long-term goals and philosophy carefully at the start of each game — you and your country will be affected by these choices.

Antonio Alejos Espinales of the Popular Stability Party might be a good choice for a law-and-order administration. But will he support your land-reform efforts?


Popular Stability. Among the more independent-minded of current Army generals... grew up in a well-to-do family of coffee producers... trained long ago at West Point, in his younger days regarded as ablest field commander in the Army... during the insurrection, led a faction of the military that broke with Arsante at a crucial juncture, effectively sealing the dictator's fate.
Age: 56
From statements made over the years, his priorities are believed to be:
-modernization of methods of export agriculture production
-increased military preparedness through US aid and training
-elimination of governmental corruption
-maintenance of close ties with the United States.
Antonio Alejos Espinales
Appoint to...
Popular Stability
Party Dossiers
Dossiers
?

Your office is the center of all meetings and decisions. You choose your encounters, contacts, consultations, and reports from here.



Think you can do a better job of running a Central American nation — or *any* nation — than the powers that be? *Hidden Agenda* gives you the chance to try your hand at bringing stability, peace, prosperity, and freedom to the troubled land of Chimerica. And it does this in a way that is as captivating as it is educational. More than almost any other computer game we've seen, *Hidden Agenda* succeeds at being both fun and valuable as a learning tool.

As the new presidente of Chimerica, you must try to pull together a nation recently ripped apart by a coup against a corrupt dictatorial regime. You have to put Chimerica back on its feet while balancing the demands of competing factions that range from right-wing business and military elements to Marxist revolutionaries.

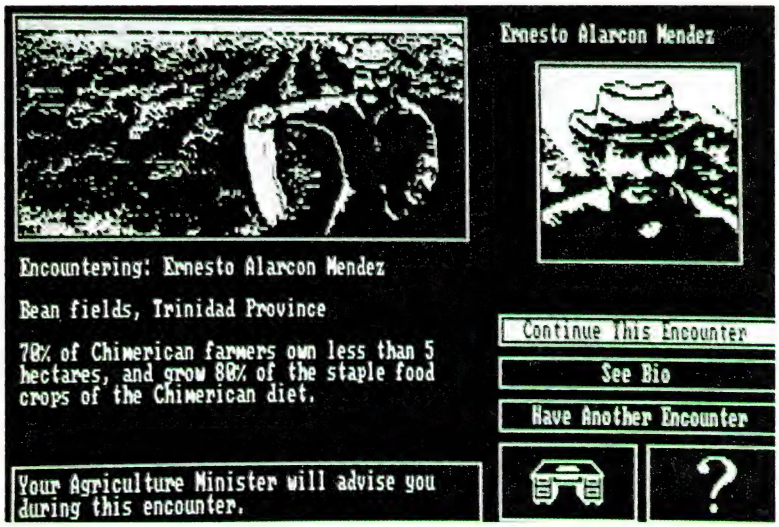
The rural poor want a redistribution of land. The urban masses want to stop the spiraling price increases brought on by unchecked inflation. Part of the military wants a return to strong national stability (death squads, possibly?), and another part wants to complete the revolution it considers unfinished. The demands never stop.

You will receive advice and requests from broad segments of the population, foreign representatives, and from your own hand-picked government ministers of defense, agriculture, internal affairs, and external affairs.

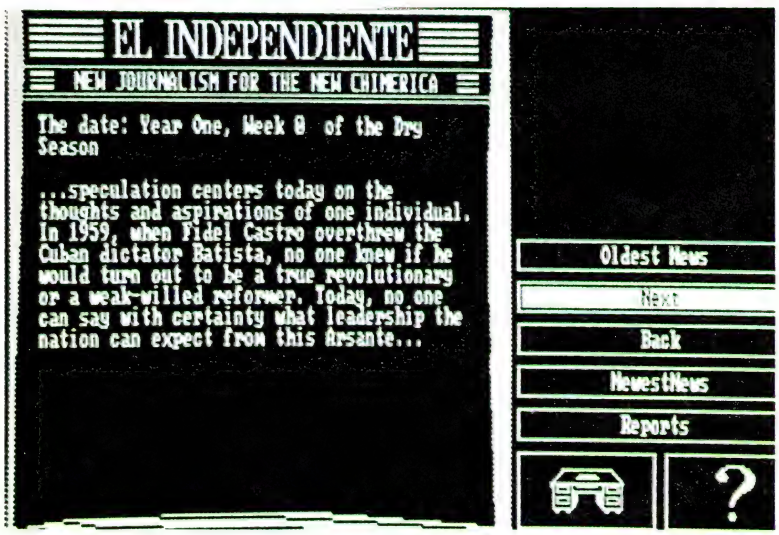
Remember, you can't please everyone. So be careful whom you anger, or you'll find yourself at the wrong end of a *coup d'etat*.

Springboard

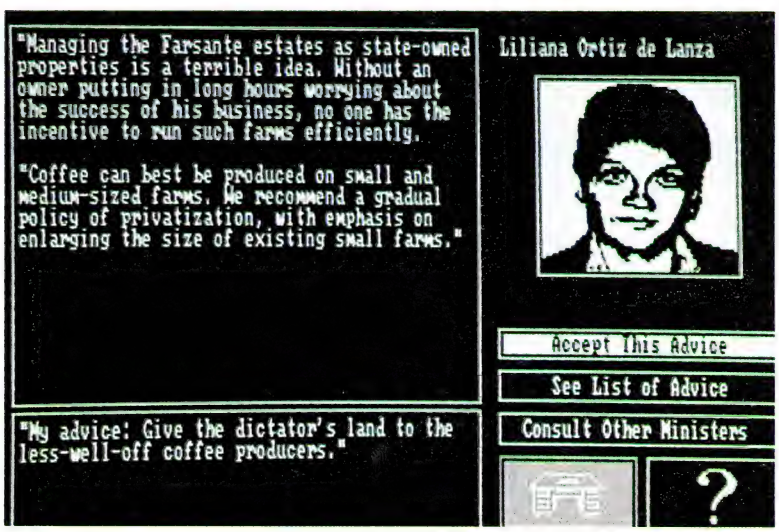
Hardware requirements: IBM, Tandy, and compatibles; 512K minimum memory; EGA, MCGA, CGA, Tandy 16-color, or Hercules graphics.


Ernesto Alarcon Mendez
Encountering: Ernesto Alarcon Mendez
Bean fields, Trinidad Province
70% of Chimerican farmers own less than 5 hectares, and grow 80% of the staple food crops of the Chimerican diet.
Your Agriculture Minister will advise you during this encounter.
Continue This Encounter
See Bio
Have Another Encounter
?

If you meet with this campesino, he will ask for help for the rural poor. Is that a part of your agenda, or will you disappoint the people he represents?


EL INDEPENDIENTE
NEW JOURNALISM FOR THE NEW CHIMERICA
The date: Year One, Week 0 of the Dry Season
...speculation centers today on the thoughts and aspirations of one individual. In 1959, when Fidel Castro overthrew the Cuban dictator Batista, no one knew if he would turn out to be a true revolutionary or a weak-willed reformer. Today, no one can say with certainty what leadership the nation can expect from this Arsante...
Oldest News
Next
Back
Newest News
Reports
?

El Independiente is one of several newspapers in Chimerica that will report on your decisions. Each represents a different political view.

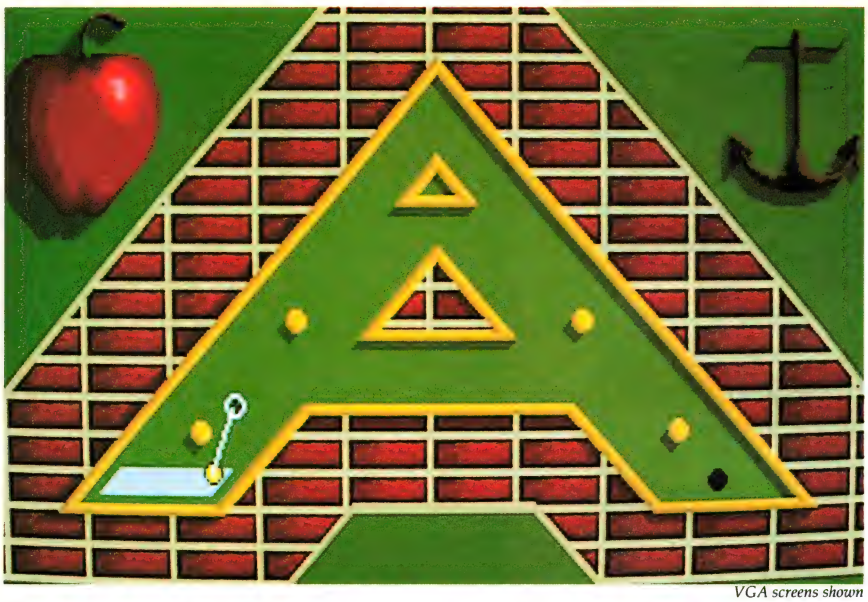

"Managing the Farsante estates as state-owned properties is a terrible idea. Without an owner putting in long hours worrying about the success of his business, no one has the incentive to run such farms efficiently.
"Coffee can best be produced on small and medium-sized farms. We recommend a gradual policy of privatization, with emphasis on enlarging the size of existing small farms."
"My advice: Give the dictator's land to the less-well-off coffee producers."
Liliana Ortiz de Lanza
Accept This Advice
See List of Advice
Consult Other Ministers
?

The advice you receive from your ministers can steer you toward success or ultimately bring your government to its knees. Choose carefully.

HINT

The human element is one important aspect of game play that contributes to the success of *Hidden Agenda*. You interact with many different people, all of whom have their own agendas — some of them hidden. You must learn to balance your goals with those of your ministers, the people, and foreign governments.

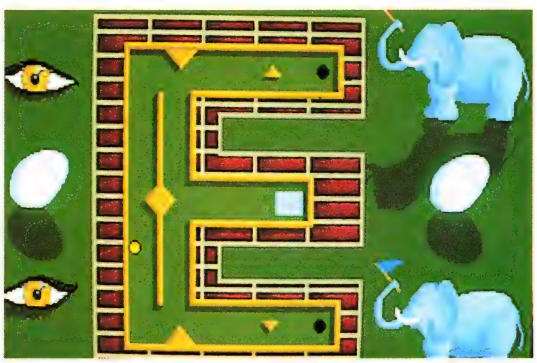
HOLE-IN-ONE MINIATURE GOLF: EXTRA COURSE DISKS



VGA screens shown

The first hole on the *Alphabet* course depicts the letter A. Notice how important it becomes to think about angles before you start. The most obvious shot is rarely the correct one.

Hole 5, naturally, is the letter E. The letter's complex design creates an equally complex hole.



Yes, on the Easter hole from the *Holidays* course, the bunnies are hopelessly cute, but rest assured they'll get in your way. So will the eggs and chocolates scattered on the ground.

Digitek quickly followed its release of *Hole-in-One Miniature Golf* with a collection of three new courses. All share the graphic excellence, as well as the range of difficulty, of the game's original courses.

On the *Alphabet* course, each hole is shaped like a letter. Only the first 18 letters of the alphabet are represented, naturally, but each of these has its own challenges. The curving "C" hole, for example, plays much differently than the angular "K" hole, and you'll find yourself struggling to figure out how to conquer the other shapes as well.

Holidays follows the 3-D graphics example of the *Menagerie* course in the original game. This time, you play through a series of drawings representing holidays ranging from Easter to Halloween to Christmas. The cartoon-like illustrations are both clever and attractive, and, as before, simply finding the hole is sometimes your hardest task.

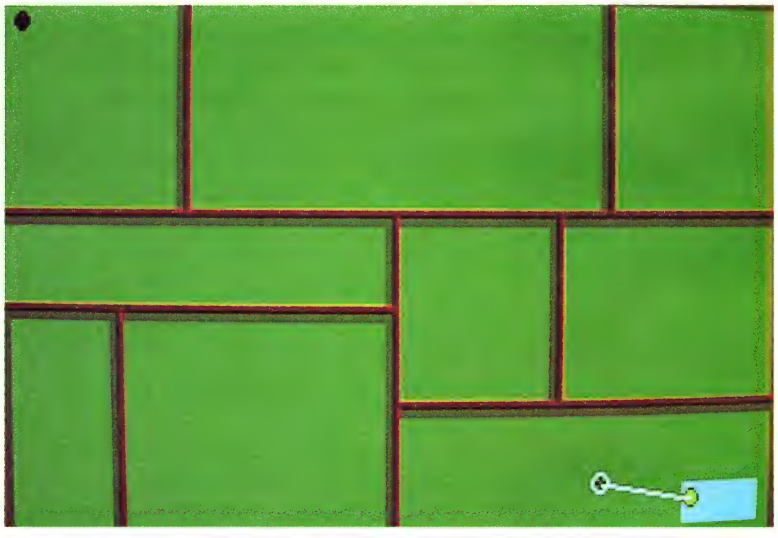
Far-Out is, by far, the most difficult of the three courses. Although many of the holes look quite easy, most of them violate the laws of physics. The path from the starting pad to the hole may *look* like a straight line, but it inevitably turns into a series of hills, valleys, and magnetic forces.

Graphically, *Alphabet* and *Holidays* will be a special treat for younger players, but make sure you're on hand to help them out. As for *Far-Out* — well, you're completely on your own. Don't be surprised if each hole takes 10-15 strokes the first time through.

Digitek

Hardware requirements: IBM, Tandy, and compatibles; 256K minimum memory (384K for VGA); VGA, EGA, MCGA, CGA, Tandy 16-color, or Hercules graphics; joystick and mouse optional.

On one of four Christmas holes in *Holidays*, Santa and the elves are working on toys. You'll soon wish they were neater, since all those tools and parts must be avoided if you're going to reach the hole.



There are no apparent breaks in the walls in *Far-Out* hole 6. Your task is to find out where (and how hard) to hit the ball to launch it into an adjacent section.

On *Far-Out* hole 13, you must discover which of several holes is the right one. The fact that half the objects are upside-down doesn't help much.

HINT

Pressing H brings up the help menu, and from here you can see how to replay a shot. On the *Far-Out* course, you'll want to use this feature extensively — and because of the difficulty of these holes, it's not a bad idea. But don't revert to replaying on *Alphabet* or *Holidays*; it spoils some of the fun. This is fantasy mini-golf, after all, not a test of how well you can putt a real golf ball.

MICROLEAGUE BASEBALL II

EGA screens shown

When prompted in the OFFENSE? or DEFENSE? strategy cycles, you simply hit a keyboard number for the strategy you want. With no one on base, you can either swing away or attempt a surprise bunt.

With a runner or runners on base, one of your options is to steal. Your chances of success depend on the player's career or season stats for bases stolen, and whether or not the defense called for a pitchout.

When prompted for strategy, you can always look over your lineup. It may be time to make a lineup change or visit the mound.

Baseball has sometimes been called a small island of activity in a great sea of statistics. That description captures the essence of *MicroLeague Baseball II*.

Floating in the sea are real-life players dating back to the turn of the century. Baseball fans can take a trip down any one of a myriad of memory lanes, such as the one leading to the doorstep of Ruth, Gehrig, and the '27 Yankees. Another path can take you back to the miracle Mets of '69.

Unfortunately, *MLB II* doesn't back up its library of stats with classic game play. The confrontation of batter versus pitcher is reduced to a simple 2 + 2 equation. For example, a Goose Gossage fastball might be added to a Carl Yastrzemski bunt to equal a fielder's choice out at first. Players simply feed choices into the computer, which then controls the action.

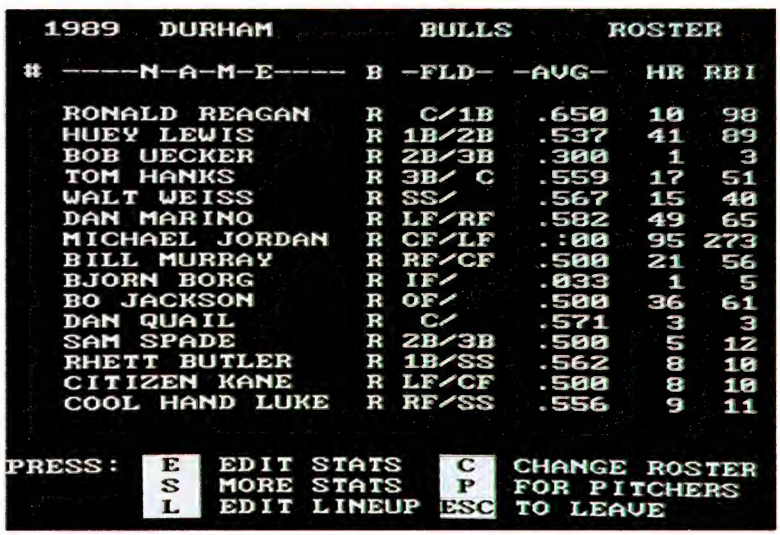
However, the game does offer a wide array of fun exercises for the mind. You can create your own dream team or invent players and their careers. For example, Don Giovanni, complete with a 0.55 ERA, was invented to take the mound against the '78 Yankees.

You can also become a manager in *MLB II*. And just like the managers in the majors, you'll earn your money in the late innings of the game. Signal to start relievers warming up in the bullpen (which, as opposed to sending them in cold, actually makes a difference), or to send in a pinch hitter. It's a lot of fun making these decisions without fear of lost employment.

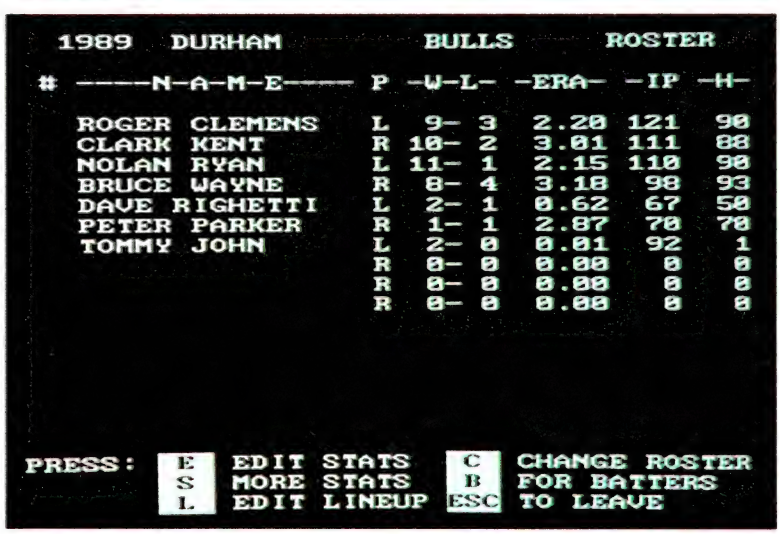
MicroLeague Sports

Hardware requirements: IBM PC, Tandy, and compatibles; 384K minimum memory; VGA, EGA MCGA, CGA or Hercules graphics.

Another option you can choose if you have runners on base is to "swing away with aggressive running." All runners will try for extra bases if the hit ball permits it.


1989 DURHAM BULLS ROSTER
-----N-A-M-E----- B -FLD- -AVG- HR RBI
RONALD REAGAN R C/1B .650 10 98
HUEY LEWIS R 1B/2B .537 41 89
BOB UECKER R 2B/3B .300 1 3
TOM HANKS R 3B/ C .559 17 51
WALT WEISS R SS/ .567 15 40
DAN MARINO R LF/RF .582 49 65
MICHAEL JORDAN R CF/LF .:00 95 273
BILL MURRAY R RF/CF .500 21 56
BJORN BORG R IF/ .033 1 5
BO JACKSON R OF/ .500 36 61
DAN QUAIL R C/ .571 3 3
SAM SPADE R 2B/3B .500 5 12
RHETT BUTLER R 1B/SS .562 8 10
CITIZEN KANE R LF/CF .500 8 10
COOL HAND LUKE R RF/SS .556 9 11
PRESS: E EDIT STATS C CHANGE ROSTER
S MORE STATS P FOR PITCHERS
L EDIT LINEUP ESC TO LEAVE

As you see, you can create a team, any team. You can then match them up against any one of the major league teams available in *MicroLeague Baseball*.

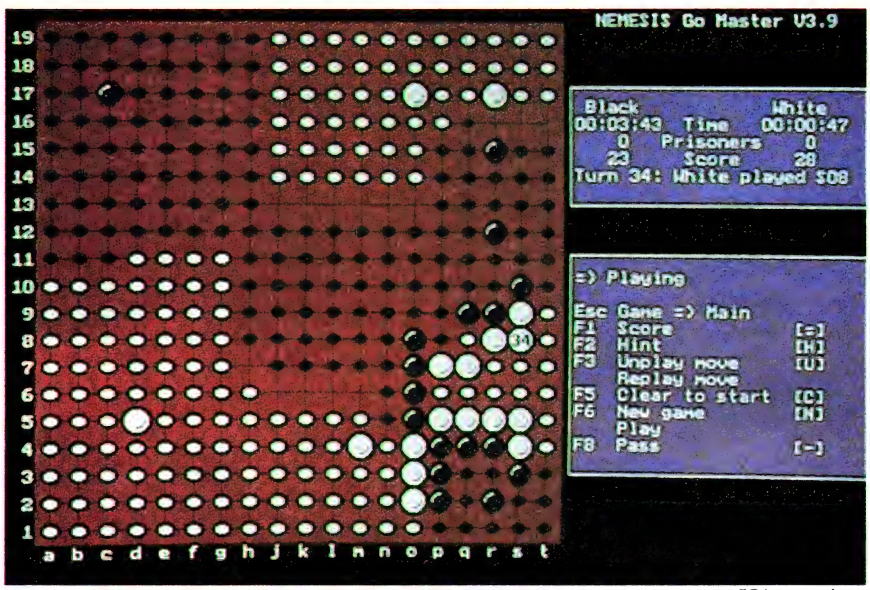

1989 DURHAM BULLS ROSTER
-----N-A-M-E----- P -W-L- -ERA- -IP -H-
ROGER CLEMENS L 9- 3 2.20 121 90
CLARK KENT R 10- 2 3.01 111 88
NOLAN RYAN L 11- 1 2.15 110 90
BRUCE WAYNE R 8- 4 3.18 98 93
DAVE RIGHETTI L 2- 1 0.62 67 50
PETER PARKER R 1- 1 2.87 70 70
TOMMY JOHN L 2- 0 0.01 92 1
R 0- 0 0.00 0 0
R 0- 0 0.00 0 0
R 0- 0 0.00 0 0
PRESS: E EDIT STATS C CHANGE ROSTER
S MORE STATS B FOR BATTERS
L EDIT LINEUP ESC TO LEAVE

The Durham Bulls pitching staff, starring Yankee great Tommy John and his 0.01 ERA, can match any rotation the major leagues have to offer.

HINT

MLB II implements the rules and strategies of major league baseball. So remember that once the game begins, your lineup is set. Visit the mound to stall for time while your reliever loosens up. Manufacture runs by using bunts, steals, and sacrifices. In other words, do what any successful manager would do. Know the rules, put the best team available on the field, and do everything you possibly can from the dugout to help your players.

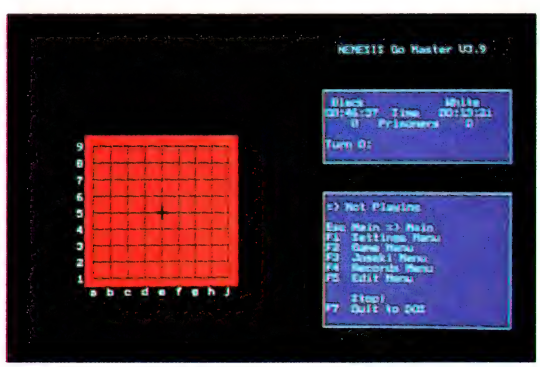
NEMESIS GO-MASTER (AND JOSEKI TUTOR)



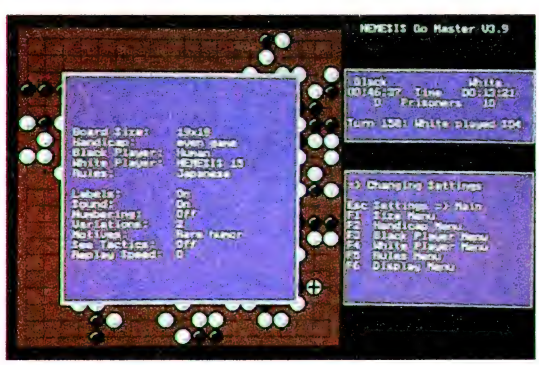
EGA screens shown

You can check the score at any time during a game.

Novice *Go* players may find it easier to learn the basics on a smaller board.



The Nemesis program lets you arrange handicaps, take back unwise moves, or explore variations of strategy without disturbing the game in progress.



The game *Go* originated in China about 4,000 years ago. Today it is played (*savored* is perhaps a better term) by some 25 million people.

Go is a very simple game: Two opponents alternately place black or white stones on the vacant intersections of a 19 x 19-square board, attempting to "rope off" sections of the board while simultaneously thwarting the opponent's moves. The basics of *Go* can be learned in ten minutes.

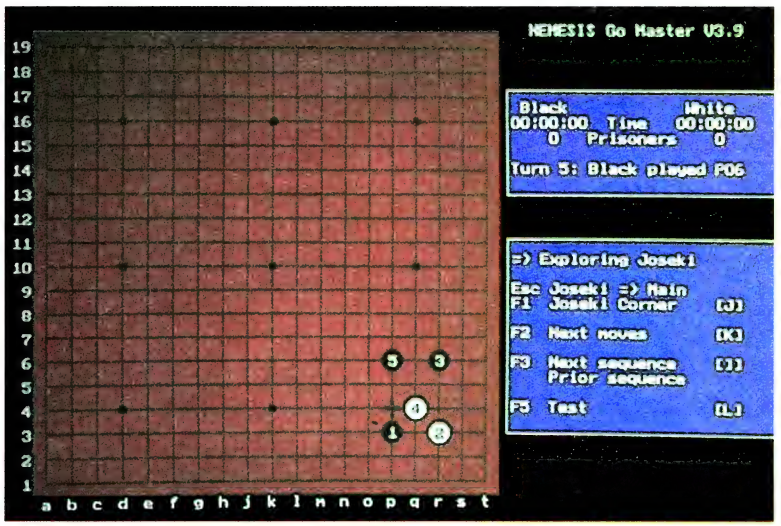
But *Go* is simple only on its surface. It is truly a game "in which a gnat may bathe and an elephant may drown" — it's enjoyable and rewarding no matter what the players' skill levels.

Advanced *Go* devotees see the game as a metaphor for life, a kind of mental workout that sharpens the mind — even an art form. In fact, professional *Go* players in Japan can copyright their games as works of art. Even a casual player can be aesthetically seduced by the elegance of its arrangements.

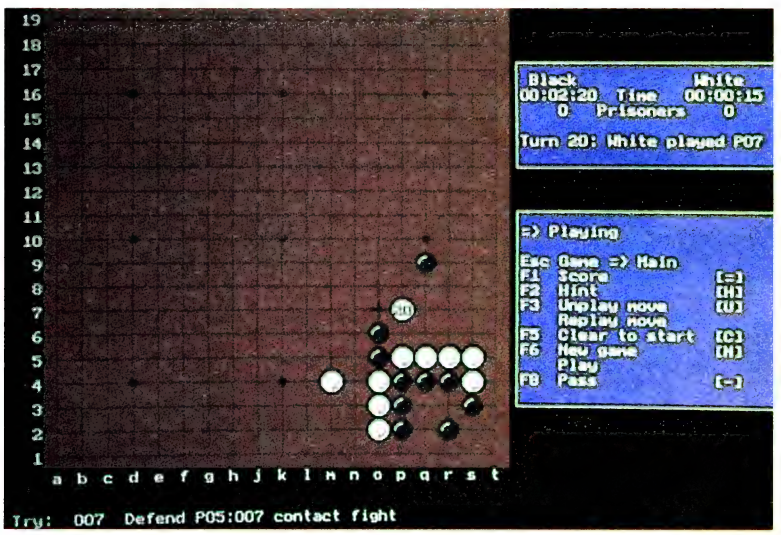
Toyogo's basic program, *Nemesis Go-Master*, provides a smooth, flexible, option-loaded introduction to the game. The *Joseki Tutor* program (which can be added onto the basic program) allows you to study and experiment with over a thousand *joseki*, or opening sequences, that have been perfected through centuries of play.

Toyogo

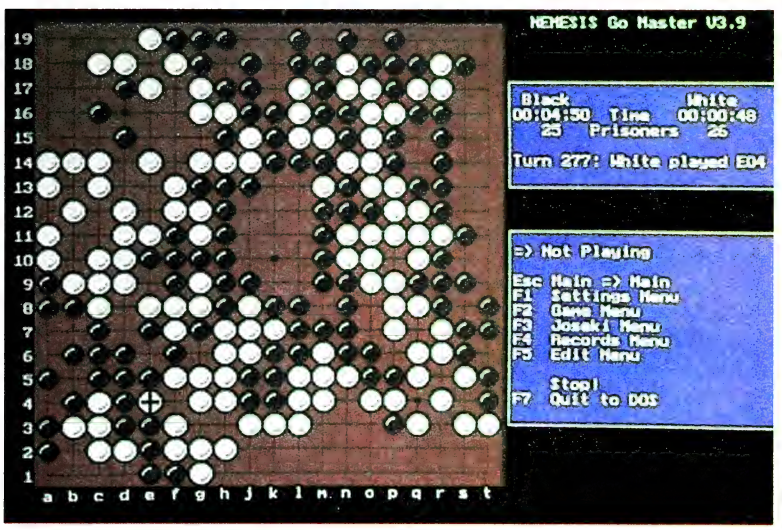
Hardware requirements: IBM PC and compatibles; 512K minimum memory; VGA, EGA, CGA, or Hercules graphics.



The *joseki* program allows you to explore more than 1,000 classic opening sequences.



Nemesis will give you a logical hint, based on a tactical analysis of the game, any time you ask.

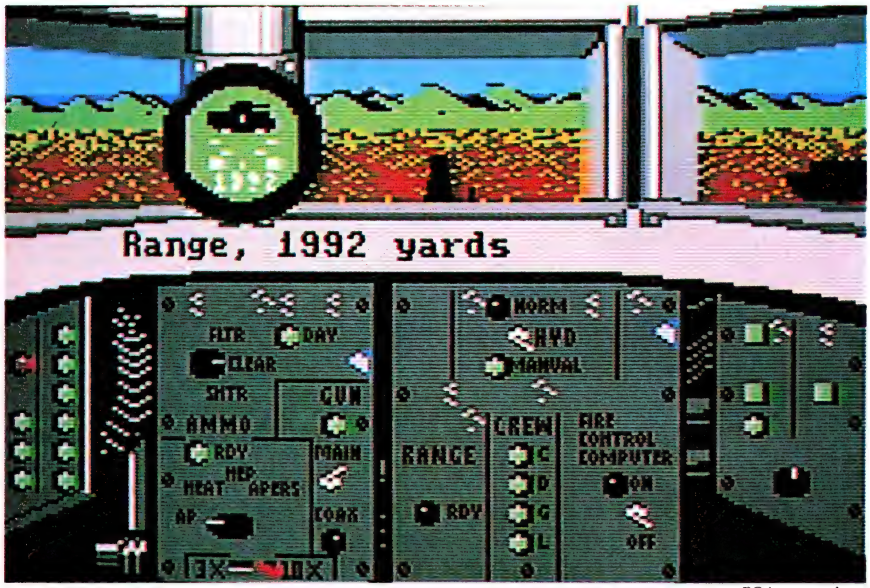


Once you've learned the basics, you may enjoy studying one of the ten classic master games stored in the program.

HINT

Go embodies many of the precepts by which Japanese business executives have achieved international success. The Western idea of winning or losing *everything* is alien to this game. *Go* games can last more than 200 turns. You can end the game with more stones than your opponent and *still* lose. So don't make a "wall" of stones at the opening — it's better to "sketch" a broad area of control with a few stones. Then you can link them up later, when your opponent's intentions become clearer.

STEEL THUNDER



EGA screens shown

Always measure a target's range before firing — the probability of scoring a hit increases significantly, especially at long ranges.

The Bradley fighting vehicle has limited tank-killing capability (you have to come to a stop in order to fire its TOW missiles), but it moves like a demon.

Your mission orders specify a best-choice vehicle and ammo mix, but you can try something else if you like.

Disrupt an Armored Column
TOP SECRET
DOC-4A78
NIGHT MISSION:
Accept
VEHICLE:
M48A5
M3
M60A3
M1A1
A tank and armor column of T62As, PT-76s, BTR-70s and a T55 approaches the front. Hustle behind the enemy lines and attack them. Better use an M1A1 with HEAT for the light armor, and APFSDS rounds for their heavy tanks. Good luck. This is a medal mission!
Promotion rank: 2nd Lieutenant

Steel Thunder provides one of the most realistic simulations of armored combat on the market, enhanced by vivid, cinematic graphics and satisfying sound effects.

The program contains 24 mission scenarios in three theaters of war: Cuba, Syria, and West Germany. You get to control all four front-line U.S. armored vehicles of the 1980s — the M-60, the upgraded and still potent M48 Patton, the controversial M3 Bradley, and the state-of-the-art M1A1 Abrams. Although your mission orders specify one type of vehicle as the most suitable, there's nothing to prevent you from using another if you want. There's lots of variety with 96 mix-and-match missions possible.

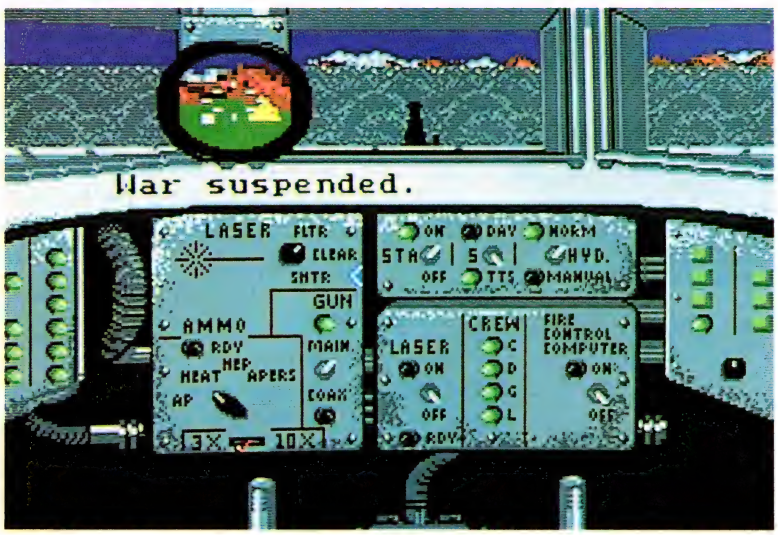
The terrain and movement are quite realistic, and the enemy vehicles maneuver so convincingly you'd swear they were controlled by flesh-and-blood soldiers. *Good* ones, too — some scenarios are suicidal unless you take full advantage of hills, trees, speed, maneuverability, and all of your vehicle's high-tech sighting and concealment systems.

If, for example, a Russian Sagger missile starts arcing toward you, put out a smoke screen *immediately*, throw the tank into reverse, and then use your thermal sights to "see" through the smoke and locate the tank that's firing at you. Your superior gun range permits you to go hull-down at great distances and pick off units of a superior enemy force until the odds are more in your favor.

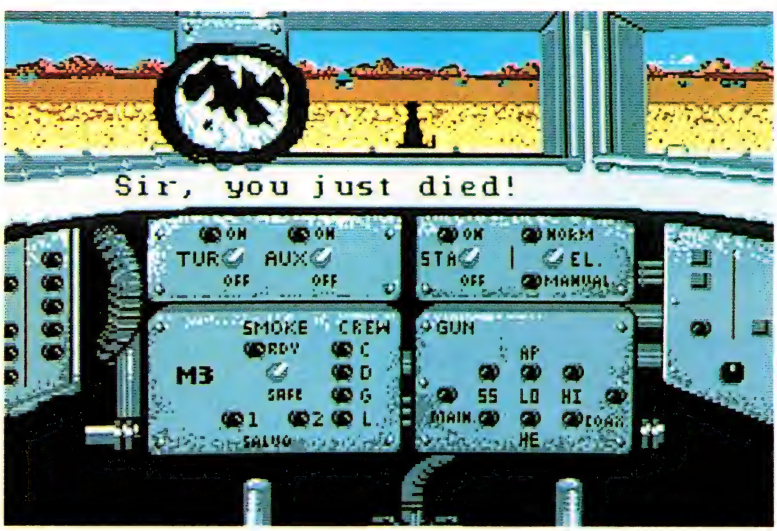
Accolade

Hardware requirements: IBM PC, Tandy and compatibles; 384K minimum memory; VGA, EGA, MCGA, CGA or Hercules graphics; joystick optional.

You can customize your ammo mix at the start of each mission. If you're after bunkers, for instance, you won't need armor-piercing rounds. But a wise tank commander packs a few, just in case.



When the odds get too heavy, you can always lay smoke, back into it, and pick off a few enemy units with your thermal sights.

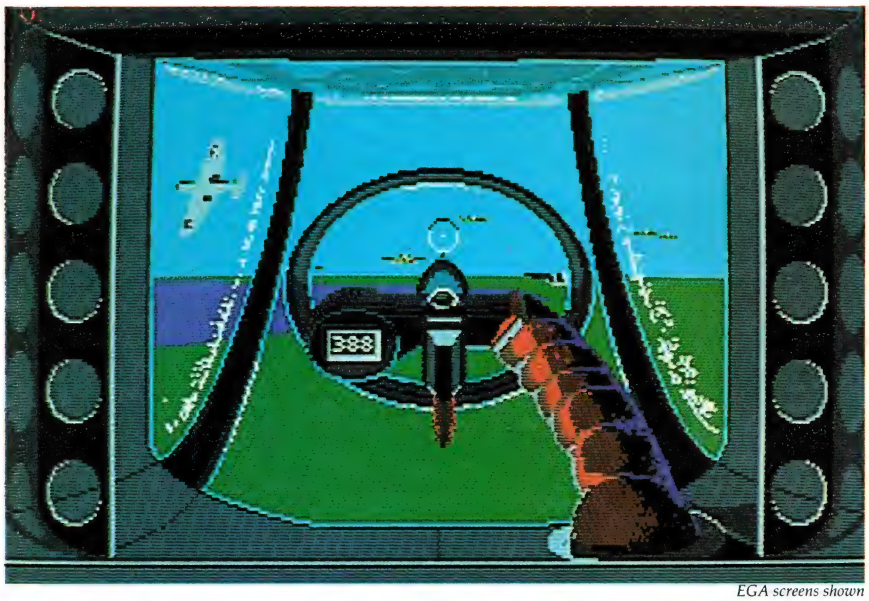


The missions get hairier when you transfer to the Syrian front. If you don't use all your tactical savvy, you get "brewed up" before you know what hit you.

HINT

Tanks can carry only a limited supply of heavy ammo. No matter which vehicle you're controlling, you'll almost never have enough armor-piercing or HEAT rounds to blast every possible target. Save your big gun for the most powerful and heavily armored targets. Remember that your old reliable .50 caliber machine gun can pierce armor, too. It fires 600 rounds per minute and can chew apart those pesky BTR-70s at ranges in excess of 2,000 yards (not to mention what it will do to thin-skinned trucks and enemy infantry).

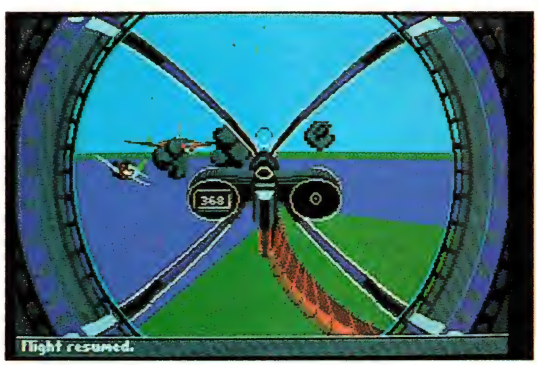
THEIR FINEST HOUR: THE BATTLE OF BRITAIN



EGA screens shown

At the controls of a German Heinkel He-111 bomber, you're in the skies over Britain dodging through a covey of Spitfires.

Scratch one Spitfire, thanks to your nose gunner. But you can't relax now!



The combat film review will replay the best action sequences for both the Allied and Axis fliers.

Operation Sea Lion: The planned invasion of Great Britain. In the early days of World War II, Nazi Germany marched through Europe and invaded every Allied country except Britain. Isolated by the English Channel, Britain was alone in its desperate struggle to hold off the German forces.

From August through October of 1940, thousands of airplanes criss-crossed the skies in the Battle of Britain, a fierce showdown between the German Luftwaffe and the British Royal Air Force (RAF). In praise of the brave pilots who led the defense of Great Britain, and of the citizens who suffered through the bombings, Winston Churchill said those three months were "their finest hour."

Lucasfilm has gone to great lengths to preserve historical accuracy in *Their Finest Hour: The Battle of Britain*. You can participate in almost any aspect of the fight on either side. With the RAF, try piloting a Hawker Hurricane or a Spitfire. As a Luftwaffe pilot, you can choose a Heinkel He-111, Dornier Do-17z, Junkers Ju 87 Stuka or Ju 88 bomber, Messerschmitt Bf-109 or Bf-110 fighter.

After completing one of several training sessions, you'll be ready to enter actual historic combat missions and test your flying skill. Act as pilot, bombardier, or gunner, and learn how to inflict maximum damage on the enemy planes or ground targets. When you become a flying ace, you might want to try designing a custom-made mission for further challenges.

Lucasfilm

Hardware requirements: IBM, Tandy, and compatibles; 512K minimum memory; VGA, EGA, MCGA, CGA, or Tandy 16-color graphics; mouse or joystick recommended.

The emphasis throughout the game is on realism and action. Here, your Messerschmitt has just downed a British fighter.

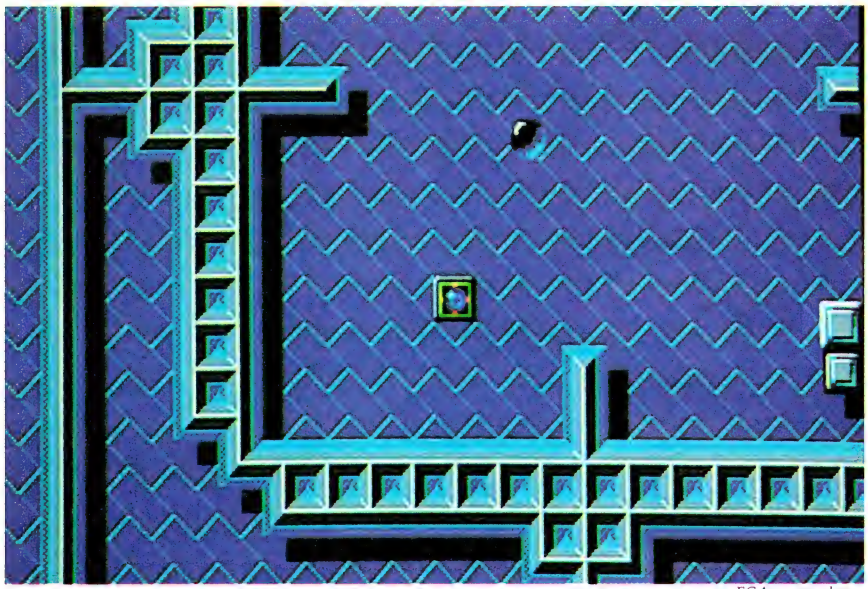
There's not much left of that barrage balloon. Your Hawker Hurricane accidentally sent it down in flames.

Your Spitfire is poised to swoop down on a group of German bombers. Just don't blow your advantage.

HINT

All the planes in *Their Finest Hour* have the same capabilities as their actual counterparts. So be aware of your craft's limitations, as well as its advantages. In the *real* Battle of Britain, the Hurricanes usually went after bombers, and the faster, more maneuverable Spitfires took on the German fighters. You're asking for trouble if you try to change history.

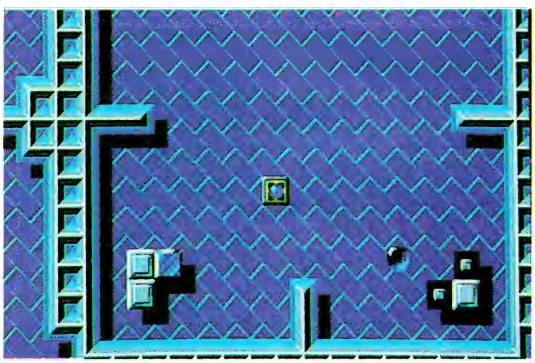
TITAN



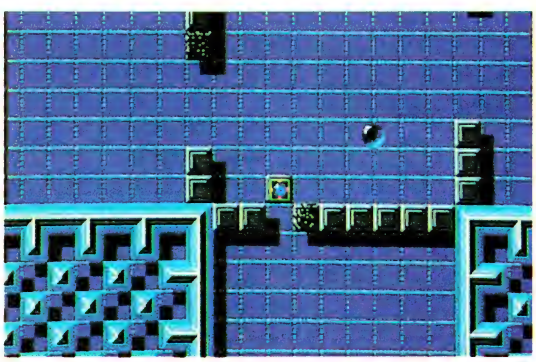
EGA screens shown

The screens in *Titan* resemble elegant mosaics. Your magnetic controller resembles a jewel; the power-sphere looks like a ball of mercury.

You begin with nine lives. To clear a level, you must eliminate all the obstacles on the screen or hurl the sphere into an exit mode.



To break out of this trap, use your control unit like a battering ram and pound against the darker, surrounding blocks.



Titan is a variation on the classic *Breakout*-type games of yore. You operate a multi-faceted magnetic control unit and a bouncing power-sphere. On each level of the game, you must knock down all the target icons on the playing field, while keeping your distance from the death icons — white, green, or red skulls.

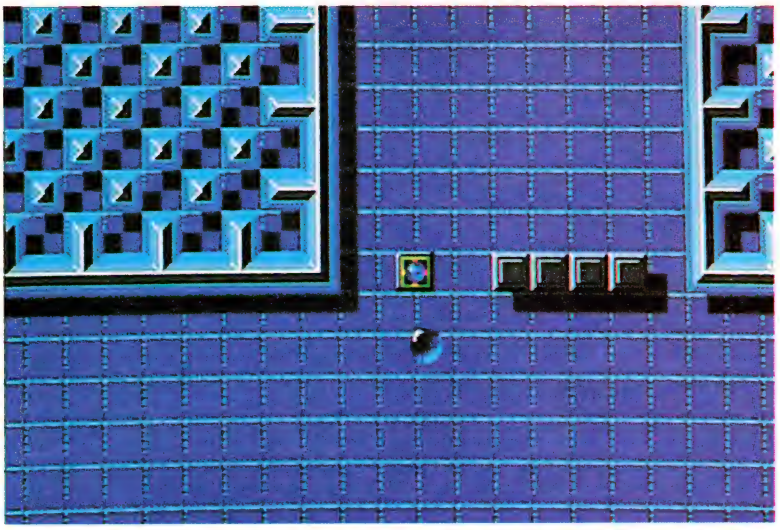
The layout and complexity of each level vary considerably. In some cases, you must physically move or destroy obstacles to open up paths for your power-sphere. And if you strike an energizer icon, the positions of the sphere and controller instantly change. It's similar to castling in chess.

Point values and complexity both increase steadily as you go from the first (relatively easy) levels to the more advanced ones. There are 80 levels to be mastered in a complete game.

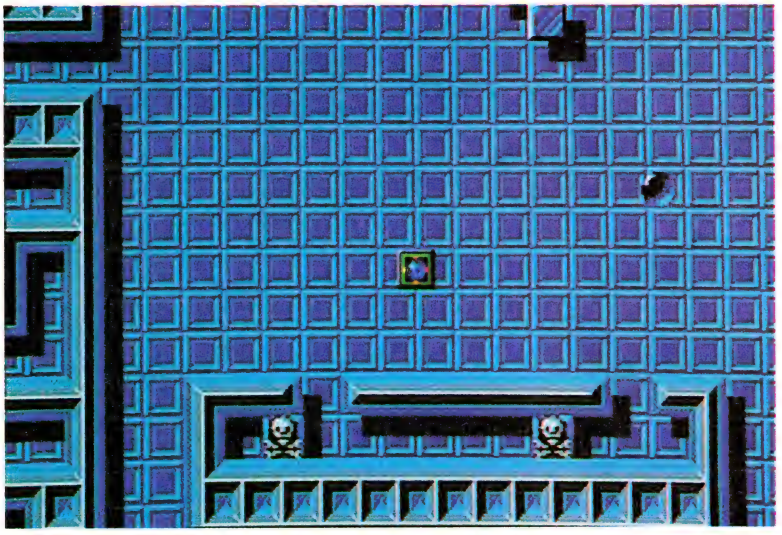
Titan features colorful and imaginative abstract graphics, the usual twitter-bleep-blop soundtrack, and smooth game play. With a little practice, you can play it well enough on your keyboard, but a joystick is a definite plus on the more complex screens. You can also put the game on a slow setting — a boon for novice players.

Titus

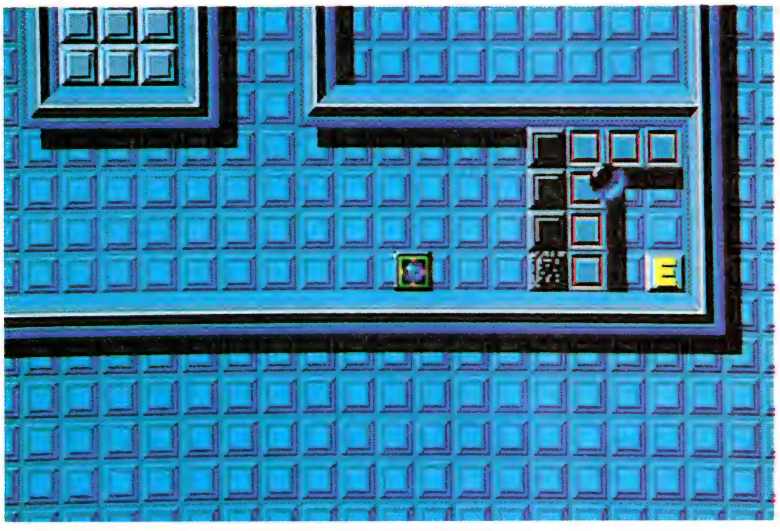
Hardware requirements: IBM, Tandy, and compatibles; 256K minimum memory; VGA, EGA, or CGA graphics; joystick optional.



Try leaving a few blocks in place, just to give the sphere something else on which to rebound.



Things become more dangerous on level 4. You must not only clear the blocks, but also protect the sphere from touching the death icons below.



Hitting the block marked "E" drastically rearranges things.

HINT

Sometimes you need to move obstacles rather than destroy them. Certain indestructible blocks can, in fact, be maneuvered — one at a time — by pushing against them with the control unit. Use them, according to your needs, to open or close various paths.

GUIDELINES...

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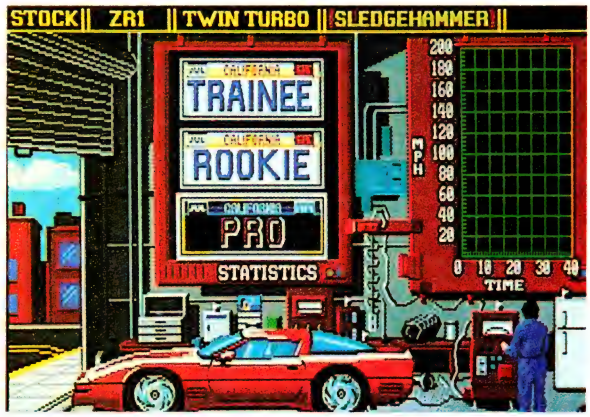

Spectrum Holobyte's *Vette!* puts you in the driver's seat of a classic American sports car.

Spectrum HoloByte has released *Vette!* for IBM and compatible computers, the Macintosh, and the Amiga. This street-racing simulation is set in San Francisco and includes four different versions of Corvettes. As you advance in the game, you can trade in your old 'Vette for a higher-performance model. *Vette!* offers two side views plus a helicopter view, and the dashboard displays a lap-time clock and the street you're racing on.

A unique feature of *Vette!* allows two players to compete head-to-head by hooking up a pair of computers with a cable.

Ancient Art of War Modernized

Always colorful to play, *The Ancient Art of War at Sea* is now more colorful to look at, too.

Black-and-white film classics aren't the only works being colorized. **Broderbund Software** has released new EGA/Tandy 16-color versions of its best-selling *The Ancient Art of War* and *The Ancient Art of War at Sea*. Named the Best Action/Strategy Game of the Year by the Software Publishers Association, *The Ancient Art of War at Sea* allows you to participate in several historic battles and challenge some of the most brilliant naval commanders of all time. Opponents include John Paul Jones, the Duke of Medina, and Blackbeard.

Activision's Six New Titles

Computer games based on two hit movies, *Ghostbusters II* and *Die Hard*, top a list of several new titles from **Activision Entertainment.** *The Manhole*, *Tongue of the Fat Man*, *MechWarrior*, and *Apache Strike* are also being released for IBM and compatible computers.

In *Ghostbusters II*, you drive the famous Ectomobile through the streets of New York and confront a whole gallery of ghosts. The game has action scenes and special effects adapted directly from the movie, including a slime river and a painting that comes to life.

In *Die Hard*, a fast-paced action game, you play

The Manhole is a unique game available for the first time on IBM compatibles.

continued on page 94

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GAME 8/89

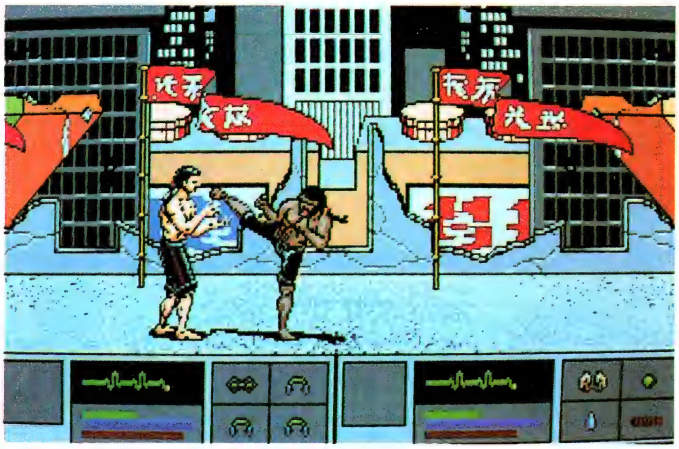
GUIDELINES...

The latest PC game news and previews

ACTIVISION CONTINUED

the role of John McClane (portrayed by Bruce Willis in the hit movie). You must find clues and weapons in order to stop some terrorists who are trying to break into a security vault. Game sequences are connected by digitized screens taken straight from the movie.

Another new release for IBM compatibles is *The Manhole*. The original Macintosh version of this unusual game won an Excellence in Software Award from the Software Publishers Association in 1988. *The Manhole* is an adventure game that stars a giant beanstalk. There are no puzzles to solve and no points to win — your only task is to explore a strange world.



Tongue of the Fat Man is a game of personal combat that stars Mondoo-The-Fat.

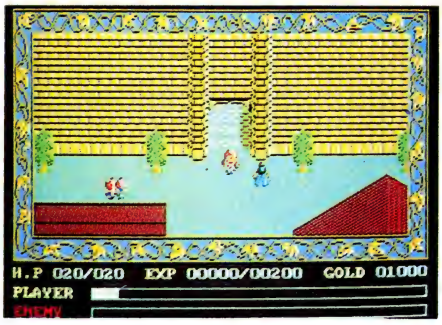
Tongue of the Fat Man centers around a form of man-to-man combat. The warrior who dominates this sport is a creature named Mondoo-The-Fat. Players purchase weapons and steroids, bet on matches, and actually participate in the blood sport.

MechWarrior puts you in the cockpit of the future's most powerful war machine, a BattleMech. And *Apache Strike* simulates an AH-64 Apache attack helicopter. In both games, pilots confront an array of enemies while racing at white-knuckle speeds.

Japanese Games from Kyodai

Murder Club and *Ancient Land of YS* are the first entertainment titles from **Kyodai Software**, a joint venture between 11 Japanese computer software publishers and California-based **Broderbund**. Both of the new games have been successfully released in Japan.

In *Murder Club*, you play a detective who's investigating a mysterious homicide.



Ancient Land of YS combines action and strategy and was a big hit in Japan

In *Murder Club*, you play a detective assigned to solve the murder of Bill Robbins. You explore the scene of the crime, pore over criminal files, interrogate witnesses, and even make arrests.

Ancient Land of YS, a top-five seller in Japan, is both a role-playing adventure and a fast-paced arcade game. You search for the six stolen Books of Ys while battling monsters at every turn.

Bad Dudes

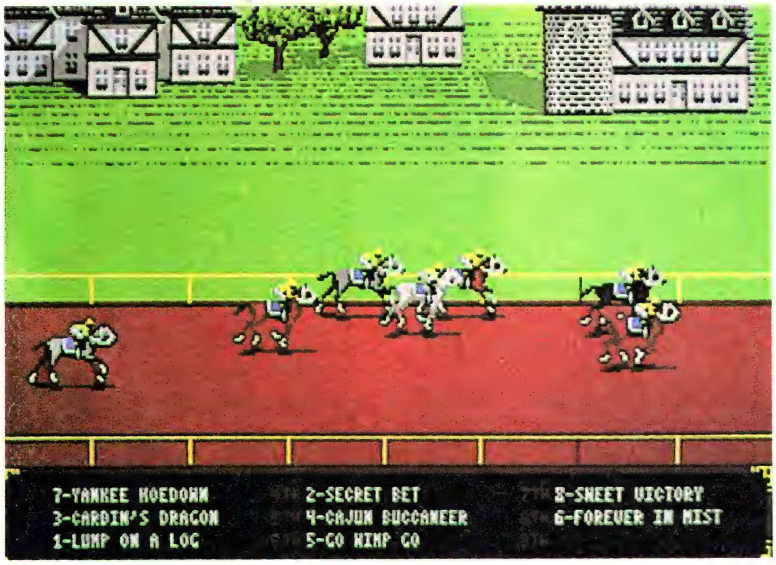
Buoyed by the success of the arcade version of *Bad Dudes*, **Data East** has introduced versions of the street-fighting action game for several computer systems, including IBM, Tandy, and compatibles; the Amiga; Atari ST; Apple II; and the Nintendo Entertainment System.

As in the arcade version, the object of *Bad Dudes* is to rescue the President of the United States from deadly kidnappers. You can assume the role of street-fighters Blade or Striker as you battle waves of ninjas using a variety of weapons.

GUIDELINES...

The latest PC games news and previews

Expandable Horse Racing Game



Horse Racing has all the excitement of a day at the races.

With the release of *Horse Racing* for IBM, Tandy, and compatible computers, **SportTime Computer Software** is introducing its new *Omni-Play* expandable game system. The basic *Horse Racing* game can be expanded with Option Modules that add challenges to the basic starter set.

The first two Option Module disks give players a chance to test their betting skills. It includes information about each horse's past performances, jockey biographies, track conditions, and rankings for the 128 horses available on the "Track 1" disk.

Future disks will include "Stable Owners," "Fantasy Betting," "Historical Racing," "Fantasy Stables," and "Jockey Competition."

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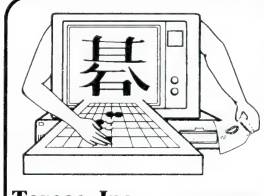

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- Questbusters

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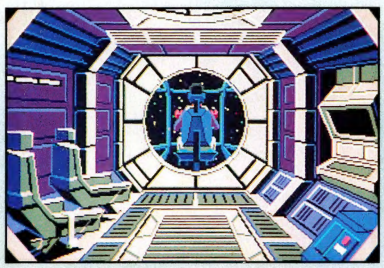
THERE MUST BE AN EASIER WAY TO MAKE A LIVING

There's never a moment's rest for galactic heroes, and when you're Roger Wilco, space-age swashbuckler and all-around nice guy, the thrills just keep on coming. It seems there's always some kind of dangerous mess to clean up.

This time it's those Two Guys from Andromeda, bestselling designers of Space Quest and Space Quest II, who have gone and gotten themselves foully abducted by the pesky pirates of Pestulon, those poaching parasites, those perverse perpetrators of petty mischief and putrid software.

If Roger can't rescue the two guys from the bowels of the Scumsoft Software stronghold, his days as a popular adventure game character are definitely numbered.

So it's simple, right? Just set course for Pestulon and storm the gates of Scumsoft.



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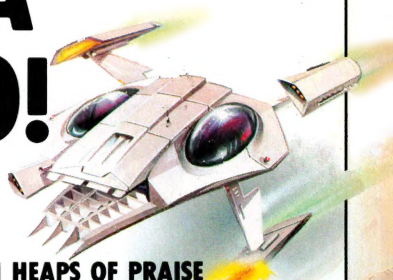
NOT SO FAST, SPACEWIPE!

But the Two Guys don't write games for sissies. If you can't stomach being picked up like so much trash by a wandering garbage freighter, stalked by giant rubbish rats, ground into hamburger in the belly of the Mog, zapped by a scorpazoid in the deserts of Phleebhut, or deep-fried like a chimichanga on the planet Ortega, you'd better play one of those 'nice' games. In Space Quest III, *The Pirates of Pestulon,* you're not likely to be shown any mercy.

LIFE'S NOT EASY FOR HEROES

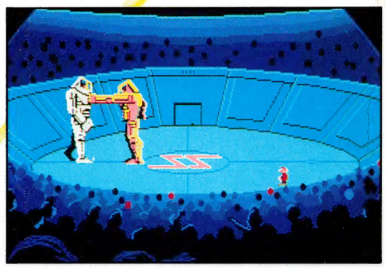
Real heroes thrive on danger, and space-faring broomjockey and freelance good-guy Roger Wilco is no exception. Is he afraid of being fried by lightning in a megathunder-storm? Is he afraid of landing in the trash shredder in the depths of the intergalactic garbage truck? Is he afraid of finishing the Belcher Combo plate at Monolith Burger? You bet your sweet asteroid!

Check out all the crazy and absurd junk, er, uh, treasures at Fester Blatz's wacky World of Wonders.



TRASH HEAPS OF PRAISE FOR OUR TWO GUYS

Game reviewers throughout the galaxy love Space Quest games: "...humorous and challenging...", "laugh-out-loud funny...", "genuinely entertaining...", "...A three dimensional graphic wonder..."



Battle for your life in the arena with the Nuke 'em- Duke 'em robots. He's down! He's up! This crowd is out for blood, and it might as well be yours.

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